/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Welcome to GDB Online.

GDB online is an online compiler and debugger tool for C, C++, Python, Java, PHP, Ruby, Perl,

C#, OCaml, VB, Swift, Pascal, Fortran, Haskell, Objective-C, Assembly, HTML, CSS, JS, SQLite, Prolog.

Code, Compile, Run and Debug online from anywhere in world.

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

import java.util.Scanner;

class Guesser

{

int gnum;

int guessingNum()

{

System.out.println("Gusesser,kindly guess a number!");

Scanner Scan=new Scanner(System.in);

gnum=Scan.nextInt();

return gnum;

}

}

class Player

{

int pnum;

int predictingNum()

{

System.out.println("player,kindly predict a number!");

Scanner Scan=new Scanner(System.in);

pnum=Scan.nextInt();

return pnum;

}

}

class umpire

{

int numFromGuesser;

int numFromPlayer1;

int numFromPlayer2;

int numFromPlayer3;

void collectNumFromGuesser()

{

Guesser g=new Guesser();

numFromGuesser=g.guessingNum();

}

void collectNumPlayers()

{

Player p1=new Player();

Player p2=new Player();

Player p3=new Player();

numFromPlayer1=p1.predictingNum();

numFromPlayer2=p2.predictingNum();

numFromPlayer3=p3.predictingNum();

}

void compare()

{

if(numFromPlayer1==numFromGuesser)

{

System.out.println("player 1 has won the game!");

}

else if(numFromPlayer2==numFromGuesser)

{

System.out.println("player 2 has won the game!");

}

else if(numFromPlayer3==numFromGuesser)

{

System.out.println("player 3 has won the game!");

}

else

{

System.out.println("game lost,try again!");

}

}

}

class Main

{

public static void main(String[] args)

{

umpire u=new umpire();

u.collectNumFromGuesser();

u.collectNumPlayers();

u.compare();

}

}