

Player.java

```
1 public class Player {
2     private String name;
3     private int score;
4
5     // Constructor to initialize player with a name
6     public Player(String name) {
7         this.name = name;
8         this.score = 0; // Initialize score to 0
9     }
10
11     // Get player name
12     public String getName() {
13         return name;
14     }
15
16     // Get player score
17     public int getScore() {
18         return score;
19     }
20
21     // Increment player score
22     public void incrementScore() {
23         score++;
24     }
25 }
26
```