Q) Enhance the Guesser Game Project which you have learnt in live class. Add the maximum feature you could add to it.

Program:-

import java.util.\*;

class Guesser

{

int guessNum;

int guessNum()

{

Scanner scan=new Scanner(System.in);

System.out.println("Guesser kindly guess the number");

guessNum=scan.nextInt();

return guessNum;

}

}

class Player

{

int guessNum;

int guessNum()

{

Scanner scan=new Scanner(System.in);

System.out.println("Player kindly guess the number");

guessNum=scan.nextInt();

return guessNum;

}

}

class Umpire

{

int numFromGuesser;

int numFromPlayer1;

int numFromPlayer2;

int numFromPlayer3;

void collectNumFromGuesser()

{

Guesser g=new Guesser();

numFromGuesser=g.guessNum();

if(numFromGuesser>10)

{

System.out.println("Please enter number between 0 to 10");

numFromGuesser=g.guessNum();

}

}

void collectNumFromPlayers()

{

Player p1=new Player();

Player p2=new Player();

Player p3=new Player();

numFromPlayer1=p1.guessNum();

numFromPlayer2=p2.guessNum();

numFromPlayer3=p3.guessNum();

}

void compare()

{

if(numFromGuesser==numFromPlayer1)

{

if(numFromGuesser==numFromPlayer2 && numFromGuesser==numFromPlayer3)

{

System.out.println("All players won the game");

}

else if(numFromGuesser==numFromPlayer2 )

{

System.out.println("Player 1 & Player2 won");

}

else if(numFromGuesser==numFromPlayer3)

{

System.out.println("Player 1 & Player3 won");

}

else

{

System.out.println("Player 1 won the game");

}

}

else if(numFromGuesser==numFromPlayer2)

{

if(numFromGuesser==numFromPlayer3)

{

System.out.println("Player 2 & Player3 won");

}

else

{

System.out.println("Player 2 won the game");

}

}

else if(numFromGuesser==numFromPlayer3)

{

System.out.println("Player 3 won the game");

}

else

{

System.out.println("Game lost Try Again!");

}

}

}

public class Main{

public static void main(String[] args) {

Umpire u=new Umpire();

u.collectNumFromGuesser();

u.collectNumFromPlayers();

u.compare();

}

}

Output:-

