

```
1 import java.util.Scanner;
2
3 class Guesser
4 {
5     int guesserNum;
6     public int guesserNum()
7     {
8         Scanner scan=new Scanner(System.in);
9         System.out.println("Kindly provide the Guesser number");
10        guesserNum=scan.nextInt();
11        return guesserNum;
12    }
13 }
14
15 class Player
16 {
17     int pguessNum;
18     public int pguessNum()
19     {
20         Scanner var=new Scanner(System.in);
21         System.out.println("Kindly provide the Player number");
22         pguessNum=var.nextInt();
23         while(pguessNum>10) {
24             System.out.println("Enter the number less than 10");
25             pguessNum=var.nextInt();
26         }
27         return pguessNum;
28     }
29 }
30 }
31
32 class Umpire
33 {
34     int guessNum;
```




```
32 class Umpire
33 {
34     int guessNum;
35     int pguessNum1;
36     int pguessNum2;
37     int pguessNum3;
38 public void collectNumFrmGuesser()
39 {
40     Guesser gue=new Guesser();
41     guessNum=gue.guesserNum();
42 }
43 public void collectNumFrmplayer()
44 {
45     if(guessNum<=10)
46     {
47         Player p1=new Player();
48         Player p2=new Player();
49         Player p3=new Player();
50         pguessNum1=p1.pguessNum();
51         pguessNum2=p2.pguessNum();
52         pguessNum3=p3.pguessNum();
53     }
54     else
55     {
56         System.out.println("please provide the number less than 10");
57     }
58 }
59 public void compare()
60 {
61     if(guessNum==pguessNum1)
62     {
63         if(guessNum==pguessNum2&&guessNum==pguessNum3)
64         {
65             System.out.println("Game tied");
```




```
67         else if(guessNum==pguessNum2)
68         {
69             System.out.println("Player 1 and 2 won the game");
70         }
71         else if(guessNum==pguessNum3)
72         {
73             System.out.println("Player 1 and 3 won the game");
74         }
75         else
76         {
77             System.out.println("Player 1 won the game");
78         }
79     }
80 }
81 else if(guessNum==pguessNum2)
82 {
83     if(guessNum==pguessNum3)
84     {
85         System.out.println("Player 2 and 3 won the game");
86     }
87     else
88     {
89         System.out.println("Player 2 won the game");
90     }
91 }
92 }
93 else if(guessNum==pguessNum3)
94 {
95     System.out.println("Player 3 won the game");
96 }
97 else
98 {
99     System.out.println("Game lost please try again");
100 }
```



```

91
92     }
93     else if(guessNum==pguessNum3)
94     {
95         System.out.println("Player 3 won the game");
96     }
97     else
98     {
99         System.out.println("Game lost please try again");
100    }
101 }
102
103
104 } .
105 public class Guessergame {
106
107     public static void main(String[] args) {
108         // TODO Auto-generated method stub
109         Umpire u=new Umpire();
110         u.collectNumFrmGuesser();
111         u.collectNumFrmplayer();
112         u.compare();
113
114     }
115
116 }
117

```