

C:\Users\Error\Desktop\JavaC#Difference\C#\SchereSteinPapier.txt

```
1 using System;
2
3 public class Game
4 {
5     public static void Main(String[] args)
6     {
7         //Initialize
8         GameManager gameManager = new GameManager();
9
10        Console.WriteLine("Willkommen zum Schere Stein Papier Spiel!");
11        gameManager.RegisterPlayer(true, "Chris");
12
13        int HowManyNPCs = 10;
14        for (int i = 0; i < HowManyNPCs; i++)
15        {
16            gameManager.RegisterPlayer(false, "NPC" + i);
17
18            Console.WriteLine("Wir haben " + Player.totalPlayers + " mitspieper!");
19            gameManager.Run();
20        }
21 }
```

C:\Users\Error\AppData\Local\Temp__A990.tmp

```
1 import java.util.LinkedList;
2 import java.util.Vector;
3 import java.util.Stack;
4
5 import java.util.List;
6 //import java.awt.List;
7 import java.util.ArrayList;
8 import java.util.Scanner;
9 //import java.lang.*;
10
11 public class SchereSteinPapier
12 {
13     public static void main(String[] args)
14     {
15         //Initialize
16         GameManager gameManager = new GameManager();
17
18         System.out.println("Willkommen zum Schere Stein Papier Spiel!");
19         gameManager.RegisterPlayer(true, "Chris");
20
21         int HowManyNPCs = 10;
22         for (int i = 0; i < HowManyNPCs; i++)
23         {
24             gameManager.RegisterPlayer(false, "NPC" + i);
25         }
26
27         System.out.println("Wir haben " + Player.totalPlayers + " mitspieper!");
28         gameManager.Run();
29     }
30 }
```