

```
class Game {  
    List<Player> players  
        = new ArrayList<>();  
  
    void addPlayer(Player p) {  
        players.add(p);  
    }  
  
    void start() {  
        original();  
        for (Player p  
            : players) {  
            prt(p  
                +  
                " has joined.");  
        }  
    }  
}
```