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

```java
package gamerProject;

import java.util.*;


class Guesser{
    int guessNum;
    int guessNum() {
    Scanner sc=new Scanner(System.in);
    System.out.println("enter the guesser Number");
    System.out.println("Please enter a number in between 1 and 10 ");
    guessNum=sc.nextInt();
    if(guessNum>0 && guessNum<=10)
    {
    System.out.println("Your entered Number is "+guessNum+" you can proceed further process");
    }
    else
    {
        System.out.println("Your entered guesser number is invalid , please enter the guesser numner again");
    }
    return guessNum;
    }
}

class Player{
```

```java
    int guessNum;
    int  guessNum(){
        Scanner sc=new Scanner(System.in);
        System.out.println("player kindly guess the
number");
        System.out.println("Please enter player
guesse number ,the number should be in between 1 and
10 ");

        guessNum=sc.nextInt();

        if(guessNum>0 && guessNum<=10) {
            System.out.println("Your entered number
is  "+guessNum+" you can proceed with this game ");
        }
        else {
            System.out.println("You entered player
number is invalid, please enter valid player number
agaian");
        }
        return guessNum;
    }
}

class Umpire{
    int numFromGuesser;
    int numFromPlayer1;
    int numFromPlayer2;
    int numFromPlayer3;

    void collectNumFromGuesser()
    {
        Guesser g=new Guesser();
        numFromGuesser=g.guessNum();
```

```java
        }
    void collectNumFromPlayers()
    {
        Player p1=new Player();
         numFromPlayer1=p1.guessNum();
        Player p2=new Player();
        numFromPlayer2=p2.guessNum();
        Player p3=new Player();
        numFromPlayer3=p3.guessNum();
    }
    void Compare() {

        if(numFromGuesser==numFromPlayer1)
        {
         if(numFromGuesser==numFromPlayer2 &&
numFromGuesser==numFromPlayer3)
        {
            System.out.println("All Players won the
game");
            System.out.println("And game is tied you
should play again the game");
        }
        else if(numFromGuesser==numFromPlayer2)
        {
            System.out.println("player1 and player2
won the game");
            System.out.println("And Game tied
between player1 and player2 that'why you should play
again the game");
        }

        else if(numFromGuesser==numFromPlayer3)
        {
```

```java
            System.out.println("Player 1 and player3
won the game");
            System.out.println("And Game tied
between player1 and player3 that'why you should play
again the game");

        }
        else
        {
            System.out.println("Player1 won the
game");
        }
        }

        else if(numFromGuesser==numFromPlayer2) {
            if(numFromGuesser==numFromPlayer3)
            {
                System.out.println("player2 and
player 3 won the game");
                System.out.println("Game tied
between player2 and player3 that'why you should play
again the game");

            }
            else {
            System.out.println("Player2 won the
game");
        }
        }
        else if(numFromGuesser==numFromPlayer3) {
            System.out.println("Player 3 won the
game");
        }
        else {
```

```java
            System.out.println("Everyone lost the
game");
        }
    }
}




public class LaunchGame {

    public static void main(String[] args) {
        // TODO Auto-generated method stub
    Umpire u=new Umpire();
    u.collectNumFromGuesser();
    u.collectNumFromPlayers();
    u.Compare();



    }

}
```