import java.util.Scanner;

class Guesser

{

int gnum;

int guessingNum()

{

System.out.println("Guesser, Guess a number :");

Scanner scan = new Scanner(System.in);

gnum=scan.nextInt();

return gnum;

}

}

class Player

{

int pnum;

int predictingNum()

{

System.out.println("Player, Predict a number :");

Scanner scan = new Scanner(System.in);

pnum=scan.nextInt();

return pnum;

}

}

class Umpire

{

int numGuesser;

int numPlayer1;

int numPlayer2;

int numPlayer3;

void collectingNumGuesser()

{

Guesser g= new Guesser();

numGuesser=g.guessingNum();

}

void collectingNumPlayers()

{

Player p1= new Player();

Player p2= new Player();

Player p3= new Player();

numPlayer1=p1.predictingNum();

numPlayer2=p2.predictingNum();

numPlayer3=p3.predictingNum();

}

void compare()

{

if(numPlayer1==numGuesser)

{

System.out.println("Player 1 Wins!");

}

else if(numPlayer2==numGuesser)

{

System.out.println("Player 2 Wins!");

}

else if(numPlayer2==numGuesser)

{

System.out.println("Player 3 Wins!");

}

else

{

System.out.println("Game Lost,Try again!");

}

}

}

class Main

{

public static void main(String[] args)

{

Umpire u= new Umpire();

u.collectingNumGuesser();

u.collectingNumPlayers();

u.compare();

}

}