

```
//Extra features added semifinal option  
//Stadium Selection  
//Assignment3 Full stack java batch
```

```
import java.util.Scanner;
```

```
class Gusser  
{  
    int guessNum; // has part  
    int guessNum()  
    {  
        Scanner scan = new Scanner(System.in);  
        System.out.println("Please guess a number:");  
        guessNum=scan.nextInt();  
        return guessNum;  
    }  
}
```

```
class Player  
{  
    int guessNum; // has part  
    int guessNum()  
    {  
        Scanner scan = new Scanner(System.in);  
        System.out.println("Player please guess a  
number:"); //player is also guessing the no.  
        guessNum=scan.nextInt();  
        return guessNum;  
    }  
}
```

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

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void collectNumFromGusser()
{
    Gusser g=new Gusser();
    numFromGuesser=g.guessNum();
}
void collectNumFromPlayer()
{
    Player p1=new Player();
    Player p2=new Player();
    Player p3=new Player();
    numFromPlayer1=p1.guessNum();
    numFromPlayer2=p2.guessNum();
    numFromPlayer3=p3.guessNum();

}
void compareNum()
{
    if(numFromGuesser==numFromPlayer1)
    {
        if (numFromGuesser==numFromPlayer2 &&
numFromGuesser==numFromPlayer3)
        {
            System.out.println("All players won");
        }
        else if (numFromGuesser==numFromPlayer2)
        {
            System.out.println("1 and 2 won");
        }
        else if(numFromGuesser==numFromPlayer3)
        {
            System.out.println("1 and 3 won");
        }

        else
        {
            System.out.println("Player 1 won");
        }
    }
}

```

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        }
    }
    else if (numFromGuesser==numFromPlayer2)
    {
        System.out.println("Player 2 won");
    }
    else if (numFromGuesser==numFromPlayer3)
    {
        System.out.println("Player 3 won");
    }

    else
    {
        System.out.println("!!!!!!! Game
over!!!!!!!");
    }
}
void semiFinal()
{
    if(numFromGuesser==numFromPlayer1)
    {
        if (numFromGuesser==numFromPlayer2 &&
numFromGuesser==numFromPlayer3)
        {
            System.out.println("All players
Qualified to semifinal");
        }
        else if (numFromGuesser==numFromPlayer2)
        {
            System.out.println("1 and 2 Qualified
to semifinal");
        }
        else if(numFromGuesser==numFromPlayer3)
        {
            System.out.println("1 and 3 Qualified
to semifinal");
        }
    }
}

```

```

        else
        {
            System.out.println("Player Qualified to
semifinal");
        }
    }
}
void stadium()
{
    Scanner sc = new Scanner(System.in);

    int variable;
    System.out.println("Please Select the Stadium:
"
        + "1.Moali "
        + "2.Pne "
        + "3.Gujarat "
        + "4.Bangalore");

    variable=sc.nextInt();

    switch(variable)
    {
        case 1:
            System.out.println("Mohali Stadium is
selected for Semifinal ");
            break;
        case 2:
            System.out.println("Pune Stadium is
selected for Semifinal");
            break;
        case 3:
            System.out.println("Guarat Stadium is
selected for Semifinal");
            break;
        case 4:

```

```
        System.out.println("Bangalore Stadium is
selected for Semifinal");
    }

}

}

public class GusserGame {

    public static void main(String[] args) {
        // TODO Auto-generated method stub
        Umpire u=new Umpire();
        u.collectNumFromGusser();
        u.collectNumFromPlayer();
        u.compareNum();
        u.semiFinal();
        u.stadium();

    }

}
```