

Don't take any input from the user.

Write a Java program for the game **DEUGame**.

DEUGame is a game played by two players: *user1* and *user2*. There are three **queues** with 7 in size. At the beginning of the game, all queues are empty. Players take turns to add a digit (randomly generated between 1 and 5) to any queue (randomly determined). In other words, the program should determine the digit and queue randomly.

The aim of the game is for each player to attempt to create a consecutive sequence (incremental or decremental) among connected squares (either horizontally or vertically).

If a player succeeds in creating a sequence, the game is over. The winner is the player who made the first sequence. Otherwise turns alternate between players after each move. If all queues are filled up and there is no any sequence, then the game is a draw.

The program must display all steps until the game is over.

In your program, you can use queue as you want, but you must **ONLY** use queues, don't use other data structures such as normal (pure) array, stack etc.

Sample outputs:

Sample output 1:	Sample output 2:	Sample output 3:
User1: Q1 4 Q2 Q3 User2: Q1 4 Q2 5 Q3 User1: Q1 4 Q2 5 2 Q3 User2: Q1 4 1 Q2 5 2 Q3 User1: Q1 4 1 Q2 5 2 3 Q3 User2: Q1 4 1 Q2 5 2 3 Q3 4 User1: Q1 4 1 Q2 5 2 3 4 Q3 4 winner: User1	User1: Q1 Q2 3 Q3 User2: Q1 Q2 3 Q3 1 User1: Q1 5 Q2 3 Q3 1 User2: Q1 5 Q2 3 Q3 1 3 User1: Q1 5 Q2 3 4 Q3 1 3 User2: Q1 5 Q2 3 4 Q3 1 3 3 User1: Q1 5 Q2 3 4 Q3 1 3 3 3 User2: Q1 5 Q2 3 4 4 Q3 1 3 3 3 User1: Q1 5 5 Q2 3 4 4 Q3 1 3 3 3 winner: User1	User1: Q1 Q2 Q3 5 User2: Q1 Q2 5 Q3 5 User1: Q1 Q2 5 Q3 5 3 User2: Q1 4 Q2 5 Q3 5 3 User1: Q1 4 Q2 5 Q3 5 3 1 ... User1: Q1 4 4 2 1 2 2 4 Q2 5 3 5 1 1 5 2 Q3 5 3 1 1 2 5 2 Tie