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//Description = For evaluation of Main Final Project “Game”

import java.util.Random;

import java.util.Scanner;

// creating class red

// creating public int

public int num;

public int userInputNum;

public int noOfGuesses = 0;

//creating get and setter

public int getNoOfGuesses() {

return noOfGuesses;

}

public void setNoOfGuesses(int noOfGuesses) {

this.noOfGuesses = noOfGuesses;

}

// creating constructor

Red(){

Random rust = new Random();

this.num = rust.nextInt(100);

}

// creating void

void takeUserInput(){

System.out.println("Guess the number between 0 to 100");

Scanner sc = new Scanner(System.in);

userInputNum = sc.nextInt();

}

boolean isCorrectNum(){

noOfGuesses++;

// creating if statement

if (userInputNum==num){

System.out.format("Congo You guessed it correct, number was %d\nYou guessed it in %d attempts", num, noOfGuesses);

System.out.println(" ");

return true;

}

else if(userInputNum<num){

System.out.println("Too low...");

}

else if(userInputNum>num){

System.out.println("Too high...");

}

return false;

}

void star(){

if (noOfGuesses>5){

int n=5;

// creating for loop

for (int i=n;i>0;i--){

for (int j=0;j<i;j++){

System.out.println('\*');

}

} System.out.println("you lost as you tried it more then 7 times");

} else {

System.out.println(" ");

}

}

}

class Blue {

public int number;

public int inputNumber;

public int noOfGuesses = 0;

public int getNoOfGuesses() {

return noOfGuesses;

}

public void setNoOfGuesses(int noOfGuesses) {

this.noOfGuesses = noOfGuesses;

}

// creating constructor

Blue(){

Random rust = new Random();

this.number = rust.nextInt(200);

}

void takeUserInput(){

System.out.println("Guess the number between 0 to 200");

Scanner sc = new Scanner(System.in);

inputNumber = sc.nextInt();

}

boolean isCorrectNumber(){

noOfGuesses++;

// creating if statement

if (inputNumber==number){

System.out.format("Yes you guessed it right, it was %d\nYou guessed it in %d attempts", number, noOfGuesses);

return true;

}

else if(inputNumber<number){

System.out.println("Too lower...");

}

else if(inputNumber>number){

System.out.println("Too higher...");

}

return false;

}

void star(){

if (noOfGuesses>7) {

int twinkle = 4, i = 1, j = 1;

// creating while loop

while (i <= twinkle) {

while (j<=i){

System.out.println('\*');

j++;

}

System.out.println("\n");

i++;

j=1;

}

}

}

}

class Green {

// creating scanner

Scanner dc = new Scanner(System.in);

int user\_inp = dc.nextInt();

Random jd = new Random();

int computer\_inp = jd.nextInt(10, 14);

String computer\_move = (null);

//creating void and if statement

void scissor() {

if (computer\_inp == 11) {

computer\_move = "rock";

} else if (computer\_inp == 12) {

computer\_move = "paper";

} else if (computer\_inp == 13) {

computer\_move = "scissor";

}

}

// creating void and switch case

void stone(){

switch (user\_inp) {

case 11 -> {

System.out.println("your move-" + "rock");

System.out.println("vs");

System.out.println("computer-" + computer\_move);

}

case 12 -> {

System.out.println("you-" + "paper");

System.out.println("vs");

System.out.println("computer-" + computer\_move);

}

case 13 -> {

System.out.println("you-" + "scissor");

System.out.println("vs");

System.out.println("computer-" + computer\_move);

}

}

}

// creating void and if statement

void sand(){

if (computer\_inp==user\_inp){

System.out.println("match draw");

} else if (user\_inp==11 && computer\_inp==13 || user\_inp==12 && computer\_inp==11 || user\_inp==13 && computer\_inp==12){

System.out.println("you win");

}else {

System.out.println("computer win");

}

}

}

public class gameWorking {

public static void main(String[] args) {

// creating sout statement

System.out.println("1 and 2 is guess the number game and 3 is for rock paper scissor");

System.out.println("Select 1 for red player and 2 blue player and select 3 for green player");

System.out.println("1 is easy and 2 is of epic difficulty");

System.out.println("welcome to the show !!!!!!!!!!");

// creating scanner and if statement

int select;

Scanner fc = new Scanner(System.in);

select = fc.nextInt();

if (select == 1) {

System.out.println("welcome to guess the number game ! select number between 0 to 100");

// creating object

Red R = new Red();

boolean b = false;

while (!b) {

R.takeUserInput();

b = R.isCorrectNum();

}

R.star();

} else if (select == 2) {

System.out.println("welcome to guess the number game ! select number between 0 to 200");

// creating object

Blue B = new Blue();

boolean b = false;

while (!b) {

B.takeUserInput();

b = B.isCorrectNumber();

}

B.star();

} else if (select==3) {

System.out.println("welcome to rock paper scissor game !!!");

System.out.println("11 is for rock and 12 for paper 13 for scissor");

// creating object

Green paper=new Green();

paper.scissor();

paper.stone();

paper.sand();

}

}

}