A gaming company wants to create an App with multiple games. The instruction of the games is given. You are asked to write the code to prepare the games, where inputs will be taken from users. Once the gaming algorithm is prepared then it can be associated with production interface of the App.

**Game 1: Die Rolling.**

Game 5.1

There is a game in which a player needs to roll a dice 6 times. If the sum of the results of the surface of the dice is greater than 25 then a person wins otherwise he losses.

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| --- | --- |
| Input | Output |
| 4,6,4,6,1,6 | Wins |
| 5,3,2,1,1,4 | Loss |

**Game 2: Tossing Coin**

A coin will be tossed 5 times. Two participants need to decide before hand whether Head or Tail will appear most of the time. In the App interface 5 Head & Tail will be selected randomly. Whichever player bets in accurately wins.

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| --- | --- | --- |
| Required Input statement | Input | Output |
| Give first player’s Name | Trina | N/A |
| Provide First player’s choice | Tail | N/A |
| Give second player’s Name | Tum | N/A |
| System given Output Series of Tosses : HeaD ,heaD , tail , head , TAil | | |
| N/A | N/A | Tum has won the bet |

**Game 3: Stone Paper Scissor Cut**

There are two players. There are there options, stone, paper, scissor. Each player has one of the three options to select.

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| --- | --- | --- |
| Choice | | Decision |
| Player A | Player B |
| Stone | Stone | DRAW |
| Stone | Paper | Player A wins |
| Stone | Scissor | Player B wins |
| Paper | Stone | Player B wins |
| Paper | Paper | DRAW |
| Paper | Scissor | Player A wins |
| Scissor | Scissor | DRAW |
| Scissor | Stone | Player A wins |
| Scissor | Paper | Player B wins |

|  |  |  |
| --- | --- | --- |
| Input | | Output |
| Player A | Player B |
| Stone | PAPER | Point to A.Score of A 1 , Score of B 0 |
| Paper | sciSSOr | Point to A.Score of A 2 , Score of B 0 |
| S to ne | SCIssor | Point to B.Score of A 2 , Score of B 1 |
| PaPEr | PAPER | Draw |
| SCIssor | stOne | Point to A.Score of A 3 , Score of B 1 |
| Scissor | SciSSOr | Draw |
| PAPER | StonE | Point to B.Score of A 3 , Score of B 2 |
| stone | PAper | Point to A.Score of A 4 , Score of B 2 |
| PAPEr | ScisSor | Point to A.Score of A 5 , Score of B 2 |
| N/A | N/A | A Wins |

Each win of a player will be counted as a pint for the player. The game continues until any of the player scores 5.

**Game 4: Takeshi’s Castle**

In this game there are 4 rounds. The rules to qualify each round are as follows.

Round 1: A participant need to score more than 15, in order to qualify for round 2. Otherwise a message as “ **Name of the Participant** is eliminated from round 1” should display

Round 2: A participant need to score less than 8, in order to qualify for round 3. Otherwise a message as “**Name of the Participant** is eliminated from round 2” should display

Round 3: A participant need to score between 3 and 9, in order to qualify for round 4. Otherwise a message as “**Name of the Participant** is eliminated from round 3” should display

Round 4: Highest A participant need to score anything but zero, in order to qualify as potential Winner. Otherwise a message as “**Name of the Participant** is eliminated from round 4” should display.

Participant who qualifies in the all four round and gets maximum score in Round 4 wins the game and a declaration as “**Name of the Participant** is the Winner” should display.

For rest of the participants a declaration as “**Name of the Participant** has lost the game” should display.

|  |  |  |
| --- | --- | --- |
| Participant Name | Input | Status |
| A | A:10,9,5,10 | A is eliminated from round 1 |
| B | B:17,6,6,4 | B is eliminated from round 4 |
| C | C:20,7,8,3 | C has lost the game |
| D | D:19,6,4,5 | D has lost the game |
| E | E:18,7,10,5 | E is eliminated from round 3 |
| F | F:16,5,4,6 | F is the Winner |
| G | G:18,9,8,7 | G is eliminated from round 2 |