**package** Ineoron;

**import** java.util.Scanner;

**class** Guesser{

**int** guessNumber;

**public** **int** guessNum (){

Scanner scan = **new** Scanner(System.***in***);

System.***out***.println("Guesser Kindly Guess the Number");

guessNumber=scan.nextInt();

**return** guessNumber;

}

}

**class** Player1 {

**int** playerGuessNumber;

**public** **int** playerGuessNum() {

Scanner scan = **new** Scanner(System.***in***);

System.***out***.println("Player-1 Kindly Guess the Number");

playerGuessNumber=scan.nextInt();

**return** playerGuessNumber;

}

}

**class** Player2 {

**int** playerGuessNumber;

**public** **int** playerGuessNum() {

Scanner scan = **new** Scanner(System.***in***);

System.***out***.println("Player-2 Kindly Guess the Number");

playerGuessNumber=scan.nextInt();

**return** playerGuessNumber;

}

}

**class** Player3 {

**int** playerGuessNumber;

**public** **int** playerGuessNum() {

Scanner scan = **new** Scanner(System.***in***);

System.***out***.println("Player-3 Kindly Guess the Number");

playerGuessNumber=scan.nextInt();

**return** playerGuessNumber;

}

}

**class** Umpire {

**int** numberFromGuesser;

**int** numberFromPlayer1;

**int** numberFromPlayer2;

**int** numberFromPlayer3;

**public** **void** collectNumberFromGuesser() {

Guesser g = **new** Guesser();

numberFromGuesser=g.guessNum();

}

**public** **void** collectNumberFromPlayers() {

Player1 p1 = **new** Player1();

Player2 p2 = **new** Player2();

Player3 p3 = **new** Player3();

numberFromPlayer1=p1.playerGuessNum();

numberFromPlayer2=p2.playerGuessNum();

numberFromPlayer3=p3.playerGuessNum();

}

**public** **void** compare() {

**if**(numberFromGuesser>=1 && numberFromGuesser<=10 && numberFromPlayer1>=1 && numberFromPlayer1<=10 &&

numberFromPlayer2>=1 && numberFromPlayer2<=10 && numberFromPlayer3>=1 && numberFromPlayer3<=10)

{

System.***out***.println("Congralations.. Your selecting number is in the Range..");

}

**else** **if**(numberFromGuesser!=1 && numberFromGuesser!=10 && numberFromPlayer1!=1 && numberFromPlayer1!=10 &&

numberFromPlayer2!=1 && numberFromPlayer2!=10 && numberFromPlayer3!=1 && numberFromPlayer3!=10)

{

System.***out***.println("Input is out of the Range..");

}

**else**

{

System.***out***.println("Sorry!!. Your number is out ofRange..");

}

**if**(numberFromGuesser==numberFromPlayer1)

{

**if**(numberFromGuesser==numberFromPlayer2 && numberFromGuesser==numberFromPlayer3)

{

System.***out***.println("Game tied... all three players guessed correctly...");

}

**else** **if**(numberFromGuesser==numberFromPlayer2)

{

System.***out***.println("Player 1 and Player 2 won the game..");

}

**else** **if**(numberFromGuesser==numberFromPlayer3)

{

System.***out***.println("Player 1 and Player 3 won the game..");

}

**else**

{

System.***out***.println("Player 1 Won the game..");

}

}

**else** **if**(numberFromGuesser==numberFromPlayer2)

{

**if**(numberFromGuesser==numberFromPlayer3)

{

System.***out***.println("Player 2 and Player 3 won the game..");

}

**else**

{

System.***out***.println("Player 2 Won the game..");

}

}

**else** **if**(numberFromGuesser==numberFromPlayer3)

{

System.***out***.println("Player 3 Won the game..");

}

**else**

{

System.***out***.println("Game lost!.. try again..");

}

}

}

**public** **class** GuesserGame {

**public** **static** **void** main(String[] args) {

Umpire ump = **new** Umpire();

ump.collectNumberFromGuesser();

ump.collectNumberFromPlayers();

ump.compare();

}

}