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package Game;

import java.util.*;

public class Main {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
        boolean running = true;

        while (running) {
            System.out.println("\nd=== Welcome to 15from3! ===d");
            System.out.println("1d,âŁ Start a New Game dŽ");
            System.out.println("2d,âŁ How to Play d");
            System.out.println("3d,âŁ View High Scores d");
            System.out.println("4d,âŁ Exit d$");
            System.out.print("d Choose an option: ");

            int choice = scanner.nextInt();
            scanner.nextLine();

            switch (choice) {
                case 1:
                    startNewGame(scanner);
                    break;
                case 2:
                    showInstructions();
                    break;
                case 3:
                    HighScoreManager.displayHighScores();
                    break;
                case 4:
                    System.out.println("d Thanks for playing! See you next time!");
                    running = false;
                    break;
                default:
                    System.out.println("â Invalid option! Please enter a number from 1 to
4.");
            }
            scanner.close();
        }

        private static void startNewGame(Scanner scanner) {
            System.out.println("\nd. Starting a new game! d.");
            System.out.println("1. Play Against Computer d¤");
            System.out.println("2. Play With Friends dL");
            System.out.print("d Choose game mode: ");

            int modeChoice = scanner.nextInt();
            scanner.nextLine();

            if (modeChoice == 1) {
                playAgainstComputer(scanner);
            } else if (modeChoice == 2) {
                playWithFriends(scanner);
            } else {
                System.out.println("â Invalid choice! Returning to main menu.");
            }
        }

        private static void playAgainstComputer(Scanner scanner) {
            System.out.println("\nd¤ You chose to play against the Computer!");

            int rounds = getRounds(scanner);
            System.out.print("d$ Enter your name: ");
            String playerName = scanner.nextLine();

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List<Player> players = new ArrayList<>();
players.add(new Player(playerName));
players.add(new Computer("Computer"));

GameManager gameManager = new GameManager(rounds, players);
gameManager.startGame(scanner);
}

private static void playWithFriends(Scanner scanner) {
    System.out.println("\nð You chose to play with friends!");

    int rounds = getRounds(scanner);
    List<Player> players = getPlayers(scanner);

    GameManager gameManager = new GameManager(rounds, players);
    gameManager.startGame(scanner);
}

private static int getRounds(Scanner scanner) {
    int rounds;
    do {
        System.out.print("ð Enter number of rounds (1-5): ");
        rounds = scanner.nextInt();
        scanner.nextLine();
        if (rounds < 1 || rounds > 5) {
            System.out.println("â Please enter a number between 1 and 5.");
        }
    } while (rounds < 1 || rounds > 5);
    return rounds;
}

private static List<Player> getPlayers(Scanner scanner) {
    List<Player> players = new ArrayList<>();
    int numPlayers;

    do {
        System.out.print("ð Enter number of players (2-6): ");
        numPlayers = scanner.nextInt();
        scanner.nextLine();
        if (numPlayers < 2 || numPlayers > 6) {
            System.out.println("â Please enter a number between 2 and 6.");
        }
    } while (numPlayers < 2 || numPlayers > 6);

    for (int i = 1; i <= numPlayers; i++) {
        System.out.print("ð$ Enter name for Player " + i + ": ");
        String name = scanner.nextLine();
        players.add(new Player(name));
    }
    return players;
}

private static void showInstructions() {
    System.out.println("\nð == How to Play 15from3 == ð");
    System.out.println("ðŽ Goal: Create a hand of 3 cards that add up to exactly 15");
    System.out.println("ð You start with 5 cards and must remove at least 2");
    System.out.println("ð Card values:");
    System.out.println("    - Number cards = face value (2=2, 3=3, etc.)");
    System.out.println("    - Face cards (J, Q, K) = 10 points");
    System.out.println("    - Aces = 1 point");
    System.out.println("ð Bonuses:");
    System.out.println("    - All 3 cards same color: -1 point");
    System.out.println("    - All 3 cards same suit: -2 points");
    System.out.println("ð Lowest score wins! Perfect score is 0");
}
}

```