Core Java Project-1

Guesser Game

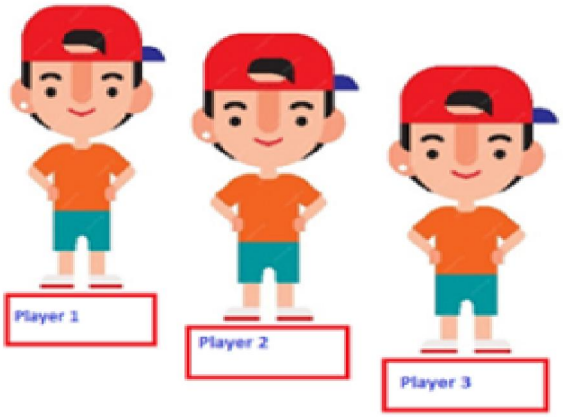
Blue Print

(Vikram Khandelwal(Mentor))

Umpire

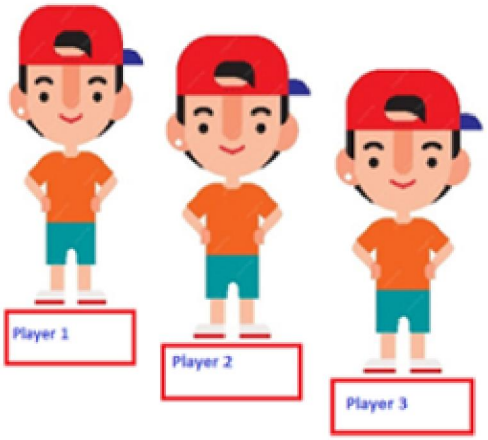
Guesser

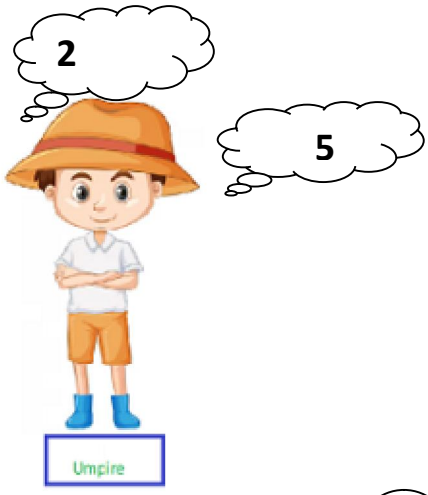
2



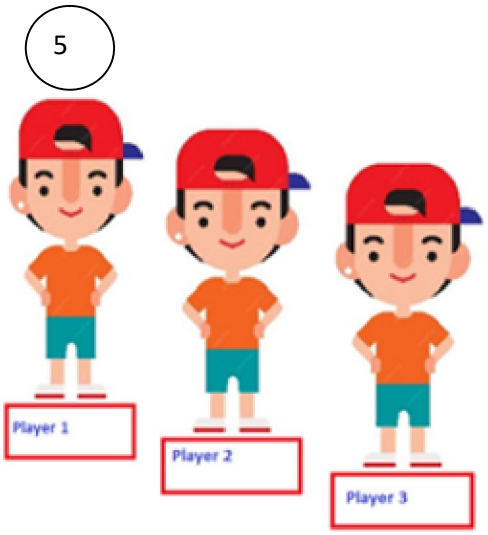
2
Umpire

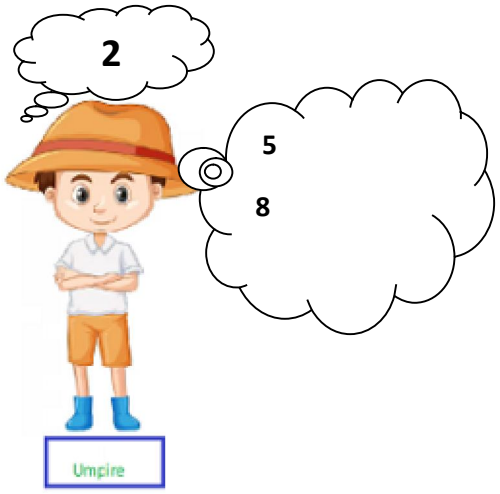
Guesser


Player 1
Player 2
Player 3

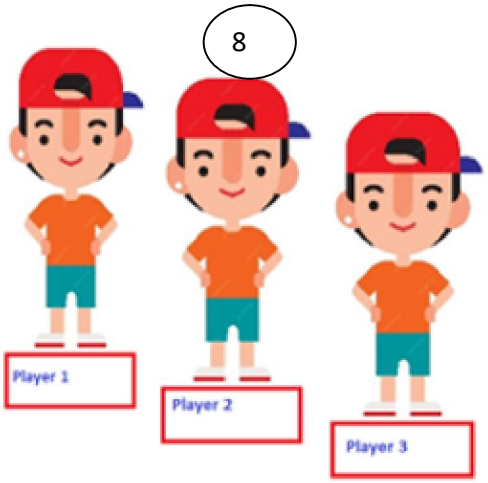

2
5
Umpire

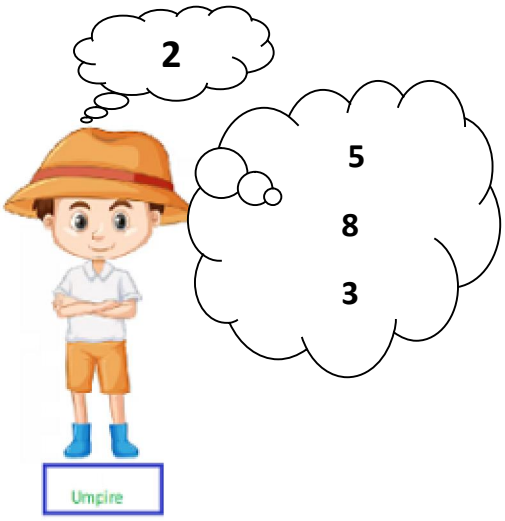
Guesser


5
Player 1
Player 2
Player 3

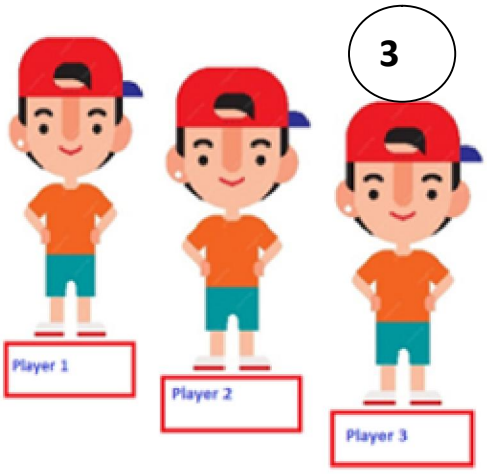

2
5
8
Umpire

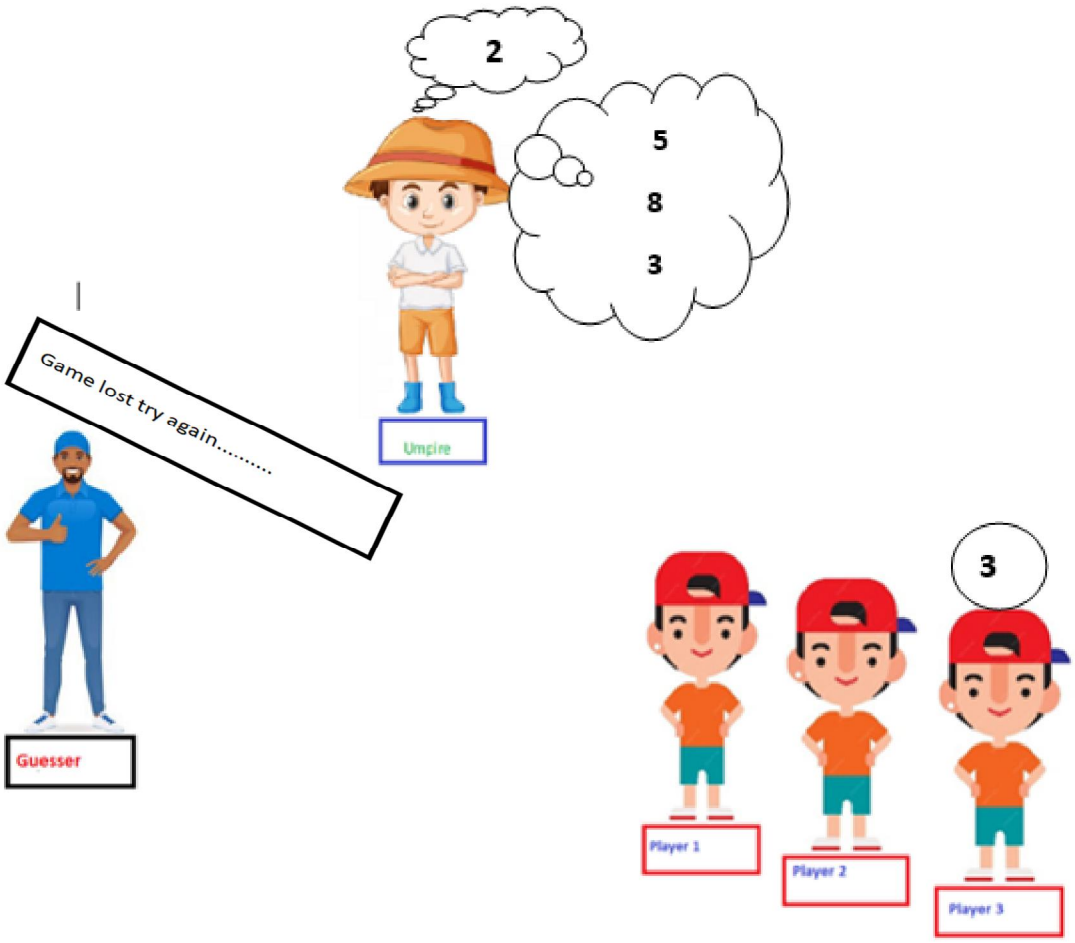
Guesser

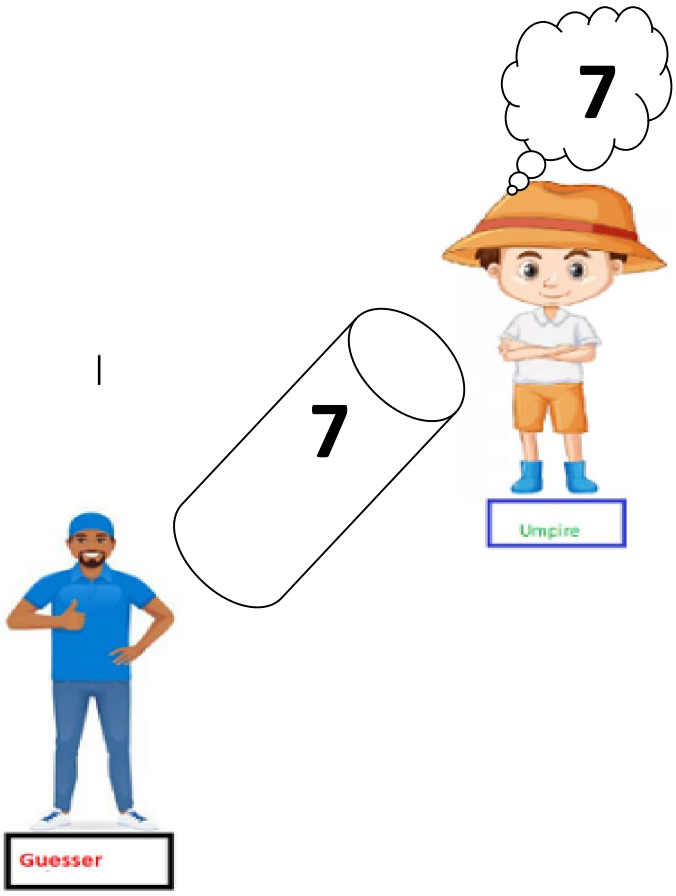

8
Player 1
Player 2
Player 3


2
5
8
3
Umpire

Guesser


3
Player 1
Player 2
Player 3

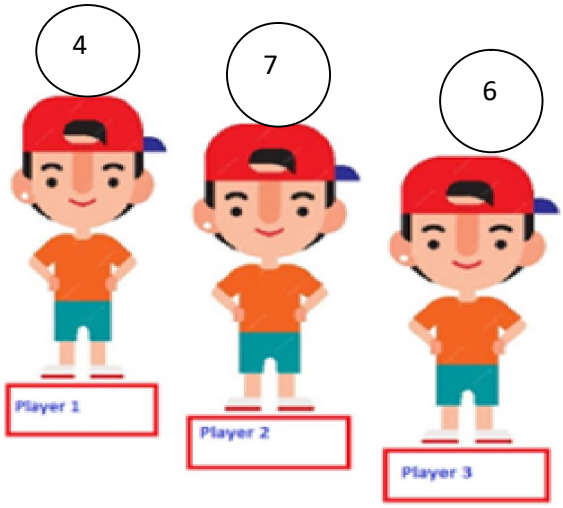

2
5
8
3
Game lost try again.....
Umpire
Guesser
3
Player 1
Player 2
Player 3


7
7
Umpire
Guesser

Player 1
Player 2
Player 3

7
4
7
6
Umpire

Game won by player 2.....
Guesser


4
7
6
Player 1
Player 2
Player 3

In that project,we take

number of classes------guesser----------player----umpire

guesser---------1-method

player----------2-method

Umpire----3-method

main mrthod------class

total classes--4