**Core Java Project-1**

**Guesser Game**

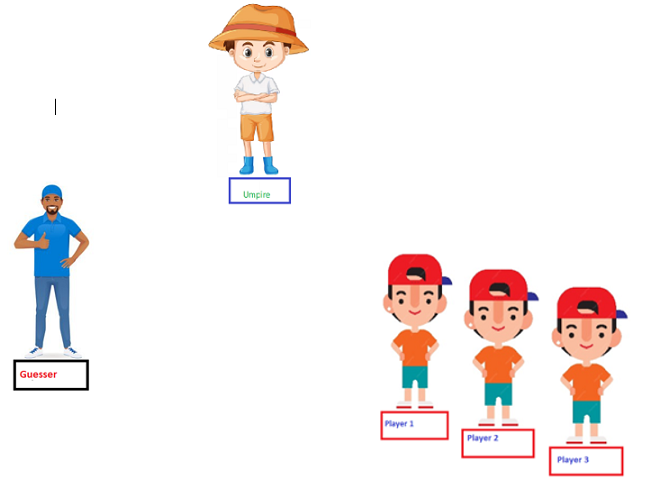
**Blue Print**

**(Vikram Khandelwal(Mentor))**

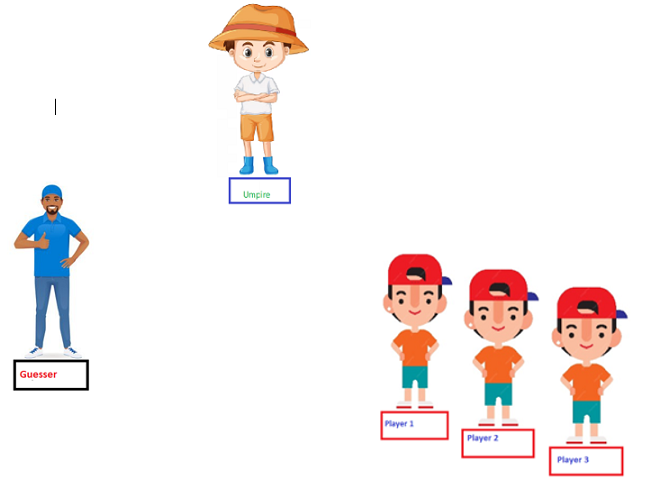




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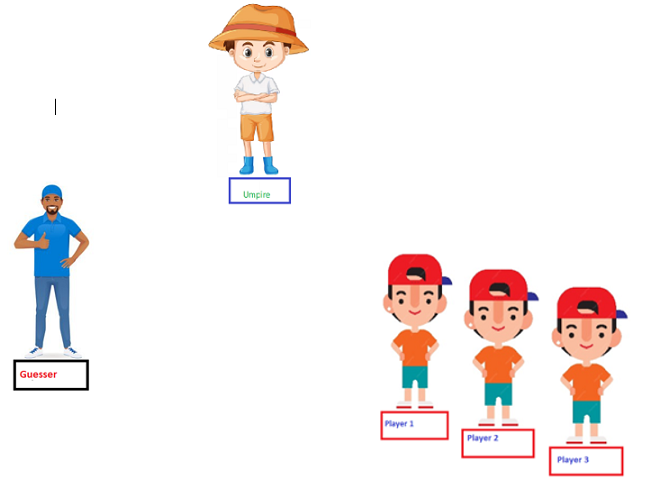


**2**



**2**

**2**

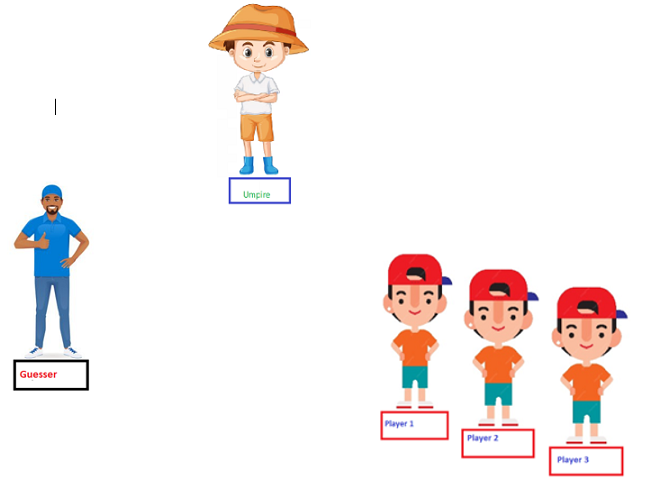


**5**

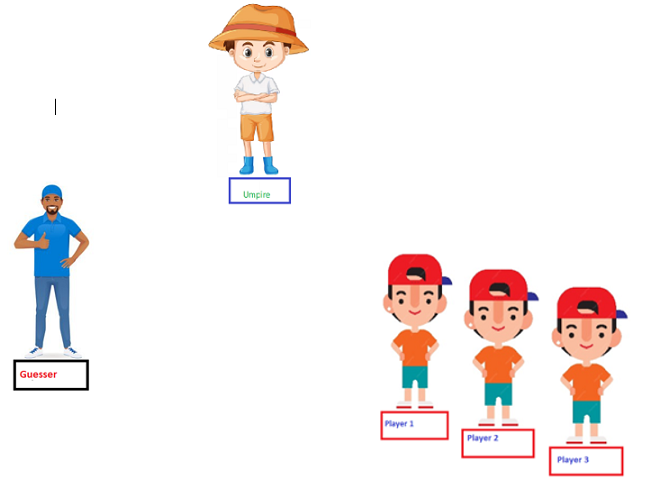
**2**

**5**

**8**



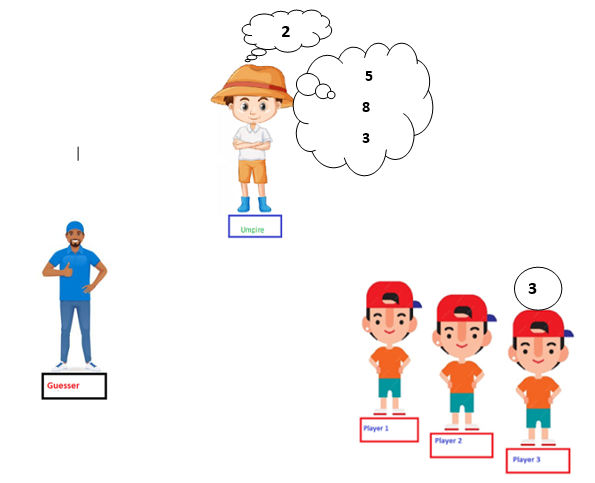
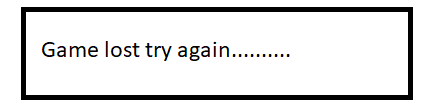
**2**



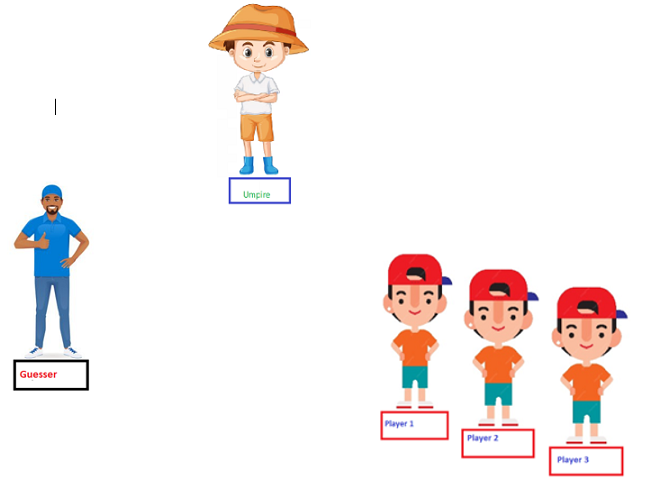
**5**

**8**

**3**

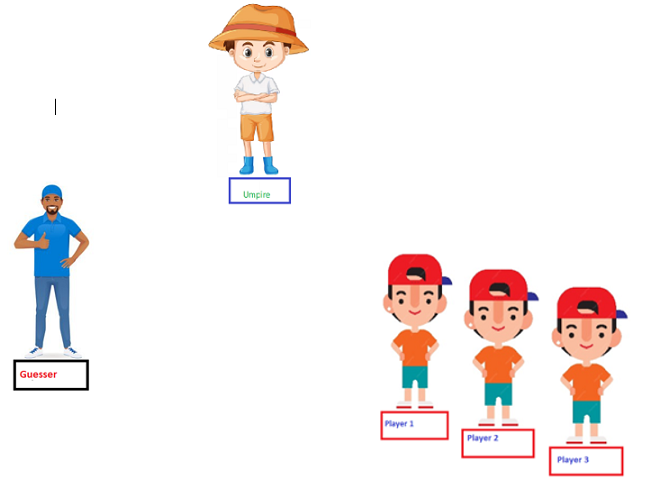
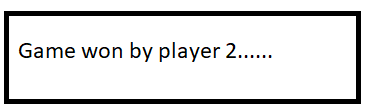


**7**



**7**

**7**



**4**

**7**

**6**

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