# Guesser game algorithm

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**The game flow is as follows**

1. User inputs number of players who is going to guess the number.
2. Guesser name is given.
3. All the player names are given.
4. Guesser, addressed by name, is asked to select the number between 1-100.If the number is not inside range, he is asked to input again.
5. Each player addressed by name, is asked to select the number between 1-100.If the number is not inside range, he is asked to input again.
6. Then program finds the winner. As per number of winners, different message is shown, along with their names.
7. Then the system asks, if we want to play again or not. As per selection the procedure repeats from point no 4 or game ends.

# Output Console



