```
package ineuron;
import java.util.*;

class Guesser
{
   int guessNum;
   int minRange;
   int maxRange;
   int guessNum()
   {
      Scanner scan=new Scanner(System.in);
      System.out.println("Enter the minimum range for guesser:");
      minRange=scan.nextInt();
      System.out.println("Enter the maximum range for guesser:");
      maxRange=scan.nextInt();
      System.out.println("Guesser, kindly guess the number within the range of " + minRange + " and
" + maxRange + ":");
      guessNum=scan.nextInt();
      if (guessNum < minRange || guessNum > maxRange) {
         System.out.println("Guess is out of range. Program will stop.");
         System.exit(0);
      }
      return guessNum;
   }
}

class Player
{
   int guessNum;
   int minRange;
   int maxRange;
```

```
    int guessNum()
    {
        Scanner scan=new Scanner(System.in);
        System.out.println("Enter the minimum range for player:");
        minRange=scan.nextInt();
        System.out.println("Enter the maximum range for player:");
        maxRange=scan.nextInt();
        System.out.println("Player, kindly guess the number within the range of " + minRange + " and "
+ maxRange + ":");
        guessNum=scan.nextInt();
        if (guessNum < minRange || guessNum > maxRange) {
            System.out.println("Guess is out of range. Program will stop.");
            System.exit(0);
        }
        return guessNum;
    }
}

class Umpire
{
    int numFromGuesser;
    int numFromPlayer1;
    int numFromPlayer2;
    int numFromPlayer3;
    void collectNumFromGuesser()
    {
        Guesser g=new Guesser();
        numFromGuesser=g.guessNum();
    }
    void collectNumFromPlayers()
    {
```

```
    Player p1=new Player();
    Player p2=new Player();
    Player p3=new Player();
    numFromPlayer1=p1.guessNum();
    numFromPlayer2=p2.guessNum();
    numFromPlayer3=p3.guessNum();
  }
  void compare()
  {
    if(numFromGuesser >= numFromPlayer1 && numFromGuesser >= numFromPlayer2 &&
numFromGuesser >= numFromPlayer3)
    {
      if(numFromGuesser == numFromPlayer1 && numFromGuesser == numFromPlayer2 &&
numFromGuesser == numFromPlayer3)
      {
        System.out.println("All players won the game");
      }
      else if(numFromGuesser == numFromPlayer1 && numFromGuesser == numFromPlayer2)
      {
        System.out.println("Player 1 & Player 2 won");
      }
      else if(numFromGuesser == numFromPlayer1 && numFromGuesser == numFromPlayer3)
      {
        System.out.println("Player 1 & Player 3 won");
      }
      else
      {
        System.out.println("Player 1 won the game");
      }
    }
    else if(numFromGuesser >= numFromPlayer2 && numFromGuesser >= numFromPlayer3)
    {
```

```
            if(numFromGuesser == numFromPlayer2 && numFromGuesser == numFromPlayer3)
            {
               System.out.println("Player 2 & Player 3 won");
            }
            else
            {
               System.out.println("Player 2 won the game");
            }
         }
         else if(numFromGuesser >= numFromPlayer3)
         {
            System.out.println("Player 3 won the game");
         }
         else
         {
            System.out.println("Game lost! Try Again!");
         }
      }
   }

   public class guesser_game {
      public static void main(String[] args) {
         Umpire u=new Umpire();
         u.collectNumFromGuesser();
         u.collectNumFromPlayers();
         u.compare();
      }
   }
```