import java.util.Scanner;

class Guesser

{

int gnum;

int guessingNum()

{

System.out.println("guessers kindly guess a number");

Scanner scan=new Scanner(System.in);

gnum=scan.nextInt();

return gnum;

}

}

class Player

{

int pnum;

int predictingNum()

{

System.out.println("players kindly predict a number");

Scanner scan=new Scanner(System.in);

pnum=scan.nextInt();

return pnum;

}

}

class Umpire

{

int numFromGuesser;

int numFromPlayer1;

int numFromPlayer2;

int numFromPlayer3;

void collectNumFromGuesser()

{

Guesser g=new Guesser();

numFromGuesser=g.guessingNum();

}

void collectNumFromPlayer()

{

Player p1=new Player();

Player p2=new Player();

Player p3=new Player();

numFromPlayer1=p1.predictingNum();

numFromPlayer2=p1.predictingNum();

numFromPlayer3=p1.predictingNum();

}

void compare()

{

if(numFromPlayer1==numFromGuesser)

{

System.out.println("player1 has won the game");

}

else if (numFromPlayer2==numFromGuesser)

{

System.out.println("player2 has won the game");

}

else if (numFromPlayer3==numFromGuesser)

{

System.out.println("player3 has won the game");

}

else

{

System.out.println("game lost,try again");

}

}

}

class Main

{

public static void main (String[] args)

{

Umpire u=new Umpire();

u.collectNumFromGuesser();

u.collectNumFromPlayer();

u.compare();

}

}