Q. Improvise the guesser game project which we have discussed in live class on 30th july

class. Add the maximum feature you could add to it.

**SOLUTION**

import java.util.Scanner;

class Guesser

{

int guessNum;

Scanner scan=new Scanner(System.in);

public int guessNumber()

{

ageCheck();

int i=0;

while(i<1)

{

System.out.println("Guesser kindly guess the number between 1-10");

guessNum=scan.nextInt();

if(guessNum < 0 || guessNum > 10)

{

System.out.println("Incorrect Number, Retry...");

}

else

i++;

}

return guessNum;

}

boolean ageCheck()

{

System.out.println("Please Enter your Age");

int age=scan.nextInt();

if(age < 18)

{

System.out.println("Only Adults can play this Game");

System.out.println("Exiting the Game..............");

System.exit(0);

}

return true;

}

}

class Player

{

int pguessNum;

public int guessNumber(int playerNum)

{

Scanner scan=new Scanner(System.in);

System.out.println("Player " + playerNum + ", kindly guess the number between 1-10");

pguessNum=scan.nextInt();

if(pguessNum < 0 || pguessNum > 10)

{

System.out.println("Incorrect Number, Retry...");

guessNumber(playerNum);

}

return pguessNum;

}

}

class Umpire

{

int numFromGuesser;

int numFromPlayer1;

int numFromPlayer2;

int numFromPlayer3;

int numFromPlayer4;

int numFromPlayer5;

public void collectNumFromGuesser()

{

Guesser g=new Guesser();

numFromGuesser=g.guessNumber();

}

public void collectNumFromPlayer()

{

Player p1=new Player();

Player p2=new Player();

Player p3=new Player();

Player p4=new Player();

Player p5=new Player();

numFromPlayer1=p1.guessNumber(1);

numFromPlayer2=p2.guessNumber(2);

numFromPlayer3=p3.guessNumber(3);

numFromPlayer4=p4.guessNumber(4);

numFromPlayer5=p5.guessNumber(5);

}

void compare()

{

if(numFromGuesser==numFromPlayer1)

{

if(numFromGuesser==numFromPlayer2 && numFromGuesser==numFromPlayer3 && numFromGuesser==numFromPlayer4 && numFromGuesser==numFromPlayer5)

{

System.out.println("Game tied, All five players guessed correctly");

}

else if(numFromGuesser==numFromPlayer2)

{

System.out.println("Player1 and Player2 won the game");

}

else if(numFromGuesser==numFromPlayer3)

{

System.out.println("Player1 and Player3 won ");

}

else if(numFromGuesser==numFromPlayer4)

{

System.out.println("Player1 and Player4 won ");

}

else if(numFromGuesser==numFromPlayer5)

{

System.out.println("Player1 and Player5 won ");

}

else

{

System.out.println("Player1 won the game");

}

}

else if(numFromGuesser==numFromPlayer2)

{

if(numFromGuesser==numFromPlayer3 && numFromGuesser==numFromPlayer4 && numFromGuesser==numFromPlayer5)

{

System.out.println("Player2 and Player3 and Player4 and Player5 won the game");

}

else if(numFromGuesser==numFromPlayer3)

{

System.out.println("Player2 and Player3 won ");

}

else if(numFromGuesser==numFromPlayer4)

{

System.out.println("Player2 and Player4 won ");

}

else if(numFromGuesser==numFromPlayer5)

{

System.out.println("Player2 and Player5 won ");

}

else

{

System.out.println("Player2 won the game");

}

}

else if(numFromGuesser==numFromPlayer3)

if(numFromGuesser==numFromPlayer4 && numFromGuesser==numFromPlayer5)

{

System.out.println("Player3 and Player4 and Player5 won the game");

}

else if(numFromGuesser==numFromPlayer4)

{

System.out.println("Player3 and Player4 won ");

}

else if(numFromGuesser==numFromPlayer5)

{

System.out.println("Player3 and Player5 won ");

}

else

{

System.out.println("Player3 won the game");

}

else if(numFromGuesser==numFromPlayer4)

if(numFromGuesser==numFromPlayer5)

{

System.out.println("Player4 and Player5 won the game");

}

else

{

System.out.println("Player4 won the game");

}

else if(numFromGuesser==numFromPlayer5)

System.out.println("Player5 won the game");

else

{

System.out.println("Game lost! try again");

}

}

}

public class Launchgame {

public static void main(String[] args) {

System.out.println("Welcome to the Guess Game");

startGame();

}

static void startGame()

{

Scanner scan=new Scanner(System.in);

System.out.println("Type 1: Enter Game 2: Exit Game");

int startCheck=scan.nextInt();

if(startCheck == 1)

{

Umpire u=new Umpire();

u.collectNumFromGuesser();

u.collectNumFromPlayer();

u.compare();

}

else if(startCheck == 2)

{

System.out.println("See You Next Time");

System.exit(0);

}

else

{

System.out.println("You have entered wrong choice");

startGame();

}

}

}