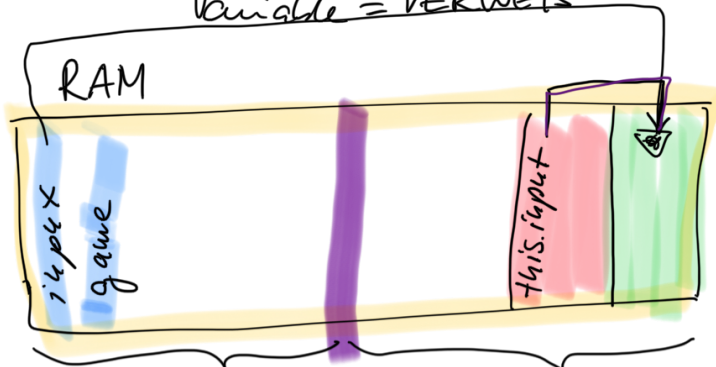


```
Scanner input = new Scanner();
```

```
input.nextInt();
```

```
Variable = VERWELD
```



```
Game game = new Game(input);
```

QuellCode

```
new Game()
```

```
new Scanner()
```

```
new Logic()
```

```
new Player()
```

```
) new ...()
```

VARIABLE