

Program: War! Card Game

The main two classes used in this program is the deck class and the card class. The deck class is essentially just a vector of cards. By overloading the equality operators for the card class, we can create equality statements to compare the values of cards to one another throughout the game. The game will start after splitting a shuffled deck in half and giving it to each player. The deck will no finish until a player is out of cards. Because of this, if a player does not have enough cards for a war (ex. A player only has one card left) his/her deck will empty, essentially bringing him/her to zero cards, thus ending the game. The player who does not have zero cards at the end of the while loop is the winner. The order of the ranks is determined by the order of the enums (two is the lowest rank and ace is the highest rank because of this). The shuffle function follows the Fisher-Yates Shuffle methodology. The output operator for the deck class was only implemented for testing purposes. It is not used in any part of the main code. The mutators for the car class is also not utilized in the main code.

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