“Main.java”

public class Main {

public static void main(String[] args) {

Game game = new Game();

System.out.println(game.toString());

game.gameplay();

System.out.println(game.toString());

if(game.playerOneWins)

System.out.println("first " + game.n);

else if(game.playerTwoWins)

System.out.println("second " + game.n);

else System.out.println("botva");

}

}

“Deck.java”

import java.util.ArrayList;

import java.util.Comparator;

public class Deck {

ArrayList<Card> list = new ArrayList<>();

Deck(){

int i=0;

while (i<10){

Card card = new Card(i);

list.add(card);

i++;

}

}

public void ShuffleDeck(){

list.sort(new Comparator<Card>() {

@Override

public int compare(Card o1, Card o2) {

int a = (int)(Math.random()\*10);

if(a<5){

return 1;

}

else return -1;

}

});

}

@Override

public String toString() {

return "Deck{" +

"list=" + list +

'}';

}

}

“Card.java”

public class Card {

int rank;

public Card(int rang) {

this.rank = rang;

}

public int getRank() {

return rank;

}

@Override

public String toString() {

return "Card{" +

"rank=" + rank +

'}';

}

}

“Game.java”

import java.util.ArrayDeque;

import java.util.Stack;

public class Game {

boolean playerOneWins = false;

boolean playerTwoWins = false;

int n = 0;

Deck deck = new Deck();

ArrayDeque<Card> player1 = new ArrayDeque<>();

ArrayDeque<Card> player2 = new ArrayDeque<>();

Game(){

int i = 0;

deck.ShuffleDeck();

while(i<5){

player1.push(deck.list.get(i));

player2.push(deck.list.get(i+5));

i++;

}

}

public void gameplay() {

while (!(playerOneWins || playerTwoWins || (n > 106))) {

n++;

if (player1.getFirst().getRank() > player2.getFirst().getRank()) {

player1.addLast(player1.getFirst());

player1.removeFirst();

player1.addLast(player2.getFirst());

player2.removeFirst();

if (player2.isEmpty())

playerOneWins = true;

}

else {

player2.addLast(player2.getFirst());

player2.removeFirst();

player2.addLast(player1.getFirst());

player1.removeFirst();

if (player1.isEmpty())

playerTwoWins = true;

}

}

}

@Override

public String toString() {

return "Game{" +

"deck=" + deck +

", player1=" + player1 +

", player2=" + player2 +

'}';

}

}