



```

91         System.out.println("Player 2 wins the round.");
92         break;
93     case "player3win":
94         ply3.addCardtoPoints(ply1Card);
95         ply3.addCardtoPoints(ply2Card);
96         ply3.addCardtoPoints(ply3Card);
97         System.out.println("Player 3 wins the round.");
98         break;
99     case "GameOver":
100         break loop;
101     case "GameOverPlayer1":
102         System.out.println("Player 1 does not have enough cards for WAR.");
103         Version2 game2v3 = new Version2();
104         game2v3.startGame(ply3, ply2);
105         System.exit(0);
106         break loop;
107     case "GameOverPlayer2":
108         System.out.println("Player 2 does not have enough cards for WAR.");
109         Version2 gamelv3 = new Version2();
110         gamelv3.startGame(ply1, ply3);
111         System.exit(0);
112         break loop;
113     case "GameOverPlayer3":
114         System.out.println("Player 3 does not have enough cards for WAR.");
115         Version2 gamelv2 = new Version2();
116         gamelv2.startGame(ply1, ply2);
117         System.exit(0);
118         break loop;
119     }
120     System.out.println("Player 1 has a score of " + ply1.points());
121     System.out.println("Player 2 has a score of " + ply2.points());
122     System.out.println("Player 3 has a score of " + ply3.points());
123 }
124 currRound = currRound + 1;
125 }
126 if(ply1.points() > ply2.points() && ply1.points() > ply3.points()) {
127     System.out.println("Player 1 wins the game.");
128     return;
129 } else if (ply2.points() > ply1.points() && ply2.points() > ply3.points()){
130     System.out.println("Player 2 wins the game.");
131     return;
132 } else if(ply3.points() > ply1.points() && ply3.points() > ply2.points()) {
133     System.out.println("Player 2 wins the game.");
134     return;
135 }
136 }
137 public void setSeed(int input) {
138     seed = input;
139 }
140 public void setDeckSize(int input) {
141     deckSize = input;
142 }
143 }

```