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1 package versions;
2
3 import java.util.List;
4
5 import cardManagement.Card;
6 import cardManagement.Deck;
7 import cardManagement.Player;
8
9 public class Version2 {
10     public int seed = 10;
11     public int deckSize = 52;
12
13     public void initializeGame() {
14         Player ply1 = new Player();
15         Player ply2 = new Player();
16         ply1.setPlayerNumber(1);
17         ply2.setPlayerNumber(2);
18         Deck deck = new Deck();
19
20         deck.shuffleDeck(seed);
21
22         int cardsToRemove = 52 - deckSize;
23
24         if(cardsToRemove > 0) {
25             deck.setSize(cardsToRemove);
26         }
27
28         int splitdeck = deck.deckSize() / 2;
29
30         for(int i = 0; i <= splitdeck-1; i++) {
31             ply1.addCardtoHand(deck.dealCard());
32         }
33         for(int i = 0; i <= splitdeck-1; i++) {
34             ply2.addCardtoHand(deck.dealCard());
35         }
36         startGame(ply1, ply2);
37     }
38
39
40     public void startGame(Player ply1, Player ply2) {
41         int currRound = 0;
42         loop: while(ply1.handSize() != 0 && ply2.handSize() != 0) {
43             Card ply1Card, ply2Card;
44             ply1Card = ply1.playFromHand();
45             ply2Card = ply2.playFromHand();
46             System.out.println("Player "+ply1.playerNum+" plays " + ply1Card.toString());
47             System.out.println("Player "+ply2.playerNum+" plays " + ply2Card.toString());
48
49             if(ply1Card.getValue() > ply2Card.getValue()) {
50                 ply1.addCardtoPoints(ply2Card);
51                 ply1.addCardtoPoints(ply1Card);
52                 System.out.println("Player "+ply1.playerNum+" wins the round.");
53                 printScore(ply1, ply2);
54             } else if (ply1Card.getValue() < ply2Card.getValue()) {
55                 ply2.addCardtoPoints(ply2Card);
56                 ply2.addCardtoPoints(ply1Card);
57                 System.out.println("Player 2 wins the round.");
58                 printScore(ply1, ply2);
59             } else if (ply1Card.getValue() == ply2Card.getValue()) {
60                 War war = new War();
61                 String outcome = war.beginWar2Players(ply1, ply2, 1);
62                 switch(outcome) {
63                     case "ply1win":
64                         ply1.addCardtoPoints(ply1Card);
65                         ply1.addCardtoPoints(ply2Card);
66                         System.out.println("Player 1 wins the round.");
67                         printScore(ply1, ply2);
68                         break;
69                     case "ply2win":
70                         ply2.addCardtoPoints(ply1Card);
71                         ply2.addCardtoPoints(ply2Card);
72                         System.out.println("Player 2 wins the round.");
73                         printScore(ply1, ply2);
74                         break;
75                     case "GameOver":
76                         break loop;
77                     case "GameOver1":
78                         System.out.println("Player 1 does not have enough cards for WAR.");
79                         break loop;
80                     case "GameOver2":
81                         System.out.println("Player 2 does not have enough cards for WAR.");
82                         break loop;
83                 }
84             }
85             currRound = currRound + 1;
86         }
87
88         if(ply1.points() > ply2.points()) {
89             System.out.println("Player " + ply1.playerNum + " wins the game.");
90             return;

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91         } else if(ply2.points() > ply1.points()){
92             System.out.println("Player " + ply2.playerNum + " wins the game.");
93             return;
94         } else if(ply1.points() == ply2.points()) {
95             System.out.println("Its a draw.");
96             return;
97         }
98     }
99
100     public void setSeed(int input) {
101         seed = input;
102     }
103     public void setDeckSize(int input) {
104         deckSize = input;
105     }
106     public void printScore(Player player1, Player player2) {
107         System.out.println("Player "+player1.playerNum+" has a score of " + player1.handSize());
108         System.out.println("Player "+player2.playerNum+" has a score of " + player2.handSize());
109         return;
110     }
111 }
```