

Peace: Extra Credit

Peace is an alternative (but very similar) version of *War*. It is played in the same manner as the original card game, except for one difference: The winner of each hand is determined based on the card that has the *lower* value. Here, “lower” means the card having the lower value, or in the case of a tie in value, having a lower suit alphabetically.

Object-Oriented Design

Your assignment in the *War* lab was to implement a very specific set of classes and methods—that is, I provided you with a *design* which you were to complete. For this extra credit, this is reversed. Using what you know about relationships among classes (e.g. inheritance), design a set of classes that implement both *War* and *Peace*. That is, modify your solution for the *War* lab so that it accommodates both games. In your `MainDriver`, you might start by asking the user to choose between playing *War* and playing *Peace*.

Here is one approach that is NOT acceptable: (1) copy the `Card` class into a new `PeaceCard` class; (2) change the implementation of `PeaceCard.winner()`.

You’ll get one extra-credit point for turning in code that works correctly; one extra-credit point for a good design.

Turn this in by emailing me a zipfile of your Eclipse project by 11:59 pm on Monday, March 20. Because this is extra credit, it is, obviously, optional. However, it must be *your* work alone. To produce a zipfile of your project, right-click on your project and select “Export...” Under the “General” menu, pick “Archive File” and proceed (the defaults should be fine).