

Program 6

Due 11:59 PM on your Final Day of Class

Late programs are NOT accepted.

The Game of War Part 2

In program 4, you created the Game of War using a custom stack implementation.

For program 6, your assignment is to refactor your code such that you use the <stack> ADT instead of a custom implementation.

Implementation Details

- Your cards must still be allocated on the heap
- The stack object may exist on the call stack or the heap
- Any memory you create must be appropriately destroyed
- A reference implementation of program 4 has been provided. You may either refactor that program or your original submission.

Submission Details

You will split up your main function, class header files, and class cpp files into separate files. You will also need to submit your executable.

To canvas, you must turn in a file called **<LastName_FirstInitial>Program6.zip** containing the files described above.