**Evan Smith - Module 16 Final Pseudocode**

**OUTPUT** “This program represents the card game called War. It consists of two people each having a deck of cards. Each player will have a randomized number between 1-13 each round, and will be compared to the other player. Whoever has the higher number will receive 1 point. First person to 10 points wins.”

//Declaring Variables

**DECLARE** PlayerOneScore As Integer

**DECLARE** PlayerTwoScore As Integer

**DECLARE** PlayerOneCard As Integer

**DECLARE** PlayerTwoCard As Integer

**SET** PlayerOneScore = 0

**SET** PlayerTwoScore = 0

//Loop for war game. Goes until someone reaches zero.

**WHILE** PlayerOneScore < 10 **OR** PlayerTwoScore < 10

//Get a random number between 1-13 and set the first player’s card to it.

**SET** PlayerOneCard = Floor((Random \* 13) + 1)

//Get a random number between 1-13 and set the first player’s card to it.

**SET** PlayerTwoCard = Floor((Random \* 13) + 1)

//Player One gets a point if their card is higher

**IF** PlayerOneCard > PlayerTwoCard

**THEN** PlayerOneScore = PlayerOneScore + 1

**OUTPUT** “Player One’s card was” + PlayerOneCard

“Player Two’s card was” + PlayerTwoCard

“Player One wins.”

PlayerOneScore

PlayerTwoScore

//Player Two gets a point if their card is higher

**IF** PlayerOneCard < PlayerTwoCard

**THEN** PlayerTwoCard = PlayerTwoCard + 1

**OUTPUT** “Player One’s card was” + PlayerOneCard

“Player Two’s card was” + PlayerTwoCard

“Player Two wins.”

PlayerOneScore

PlayerTwoScore

//If there is a tie, no points will be awarded

**IF** PlayerOneCard == PlayerTwoCard

**THEN OUTPUT** “Tie. No points awarded.”

**END WHILE**

//Player One Wins

**IF** PlayerOneScore = 10

**THEN OUTPUT** “Player One Wins. Congratulations!”

//Player Two Wins

**IF** PlayerTwoScore = 10

**THEN OUTPUT** “Player Two Wins. Congratulations!”

“Player One’s card was” + PlayerOneCard

“Player Two’s card was” + PlayerTwoCard

“Player One wins.”

“Player One’s Score: ” + PlayerOneScore

“Player Two’s Score: “ + PlayerTwoScore