**CSC122F2020Lists**

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**Problem summary:**

Simulation of the game of war. Game of war is a card game played with a standard 52-cards deck. Players get deck of 26 cards each and each round they turn the first one up. Whoever has the bigger card, gets both and put them at the end of his deck. If it’s a tie, that’s called war. They put next 3 cards turned down and then play with the fourth one. Whoever wins, gets all the cards from the table. If it’s tied again, the same thing happens. If one player runs out of cards in tie situation, he plays with the last one he has, and the other player puts the same number of cards as the player who ran out of cards and play with the next one. Winner is the one who gets all the cards.

**List of requirements:**

* The program should use data structures for the Java library
* The program should output result of each round
* The program outputs who won

**List of steps:**

* Program runs through WarDriver.java.
* It creates the object of the War class, which creates a deck of cards, it shuffles it, and it deals cards to the players. After that it runs its method run().
* run() method simulate a game of War, all until one player wins.
* There’s also tie() method in War class, which is called when War(tied situation) occurs.

**Time:** 4hr

**Two things I learned:**

* + - * I learned using generics
      * I learned about class constants