App.java | Card.java | Deck.java | Player.java

```java
package basic;

public class App {

    public static void main(String[] args) {
        Deck cardDeck = new Deck();
        Player p1 = new Player("1");
        Player p2 = new Player("2");
        cardDeck.shuffle();

        for(int i = 0; i < 52; i++) {
            if(i % 2 == 0) {
                p1.draw(cardDeck);
            } else {
                p2.draw(cardDeck);
            }
        }

        for(int i = 0; i < 26; i++) {
            Card p1Card = p1.flip();
            Card p2Card = p2.flip();
            if(p1Card.getValue() > p2Card.getValue()) {
                p1.addScore();
            } else if (p1Card.getValue() < p2Card.getValue()) {
                p2.addScore();
            }
        }

        System.out.printf("Player 1 Score: %d\n", p1.returnScore());
        System.out.printf("Player 2 Score: %d\n", p2.returnScore());
        if(p1.returnScore() > p2.returnScore()) {
            System.out.println("Player 1 Wins!!!");
        } else if (p1.returnScore() < p2.returnScore()) {
            System.out.println("Player 2 Wins!!!");
        } else {
            System.out.println("Players Draw.");
        }
    }
}

```

App.java | *Card.java | Deck.java | Player.java

```java
package basic;

public class Card {
    public int cardValue;
    public String cardName;
    public Card(int newCardValue, String cardSuit) {
        cardValue = newCardValue;

        switch(newCardValue) {
            case 2: cardName = "2";
                break;
            case 3: cardName = "3";
                break;
            case 4: cardName = "4";
                break;
            case 5: cardName = "5";
                break;
            case 6: cardName = "6";
                break;
            case 7: cardName = "7";
                break;
            case 8: cardName = "8";
                break;
            case 9: cardName = "9";
                break;
            case 10: cardName = "10";
                break;
            case 11: cardName = "Jack";
                break;
            case 12: cardName = "Queen";
                break;
            case 13: cardName = "King";
                break;
            case 14: cardName = "Ace";
                break;
        }
        cardName += " of " + cardSuit;
    }
    public void describe() {
        System.out.println("Card: %s with value of %d\n" + cardName + cardValue);
    }
```

Run App

*Card.java | Deck.java | Player.java

```
                break;
            case 5: cardName = "5";
                break;
            case 6: cardName = "6";
                break;
            case 7: cardName = "7";
                break;
            case 8: cardName = "8";
                break;
            case 9: cardName = "9";
                break;
            case 10: cardName = "10";
                break;
            case 11: cardName = "Jack";
                break;
            case 12: cardName = "Queen";
                break;
            case 13: cardName = "King";
                break;
            case 14: cardName = "Ace";
                break;
        }
        cardName += " of " + cardSuit;
    }
    public void describe() {
        System.out.println("Card: %s with value of %d\n" + cardName + cardValue);
    }
    public int getValue() {
        return cardValue;
    }
    public void setValue(int cardValue) {
        this.cardValue = cardValue;
    }
    public String getName() {
        return cardName;
    }
    public void setName(String cardName) {
        this.cardName = cardName;
    }
}
```

App.java | *Card.java | *Deck.java | Player.java

```java
package basic;

import java.util.List;
import java.util.Arrays;
import java.util.ArrayList;
import java.util.Collections;

public class Deck {
    List<Card> deckCards = new ArrayList<Card>();
    List<String> deckSuits = Arrays.asList("Clubs", "Spades", "Hearts", "Diamonds");

    public Deck() {
        for(int i = 2; i <= 14; i++) {
            for(String cardSuit : deckSuits) {
                deckCards.add(new Card(i, cardSuit));
            }
        }
    }
    public void shuffle() {
        Collections.shuffle(deckCards);
    }
    public Card draw() {
        return deckCards.remove(0);
    }
}
```

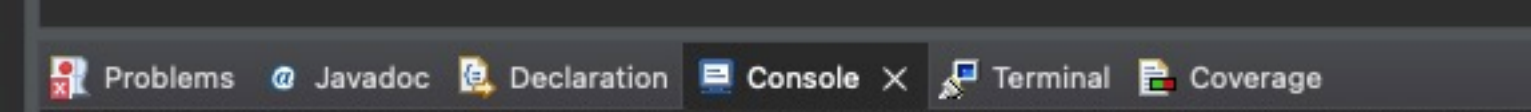
App.java | *Card.java | *Deck.java | *Player.java

```java
package basic;
import java.util.List;
import java.util.ArrayList;

public class Player {
    public List<Card> cardInHand = new ArrayList<Card>();
    public int score;
    public String cardName;

    public Player() {
        score = 0;
    }
    public Player(String newCard) {
        cardName = newCard;
        score = 0;
    }
    public void describe() {
        System.out.printf("Player %s has the following cards: \n", cardName);
        for(Card card : cardInHand) {
            card.describe();
        }
    }
    public Card flip() {
        return cardInHand.remove(0);
    }
    public void draw(Deck deck) {
        cardInHand.add(deck.draw());
    }
    public void addScore() {
        score++;
    }
    public int returnScore() {
        return score;
    }
}

```


Problems
Javadoc
Declaration
Console
Terminal
Coverage
<terminated> App [Java Application] /Library/Java/JavaVirtualMachines/jdk-12.0.2.jdk/Contents/Home/bin/j
Player 1 Score: 13
Player 2 Score: 10
Player 1 Wins!!!