Project 1

Title
Card War Game

Course
CIS-5

Section
40570

Due Date
February 3, 2022

Author

Liliana Darch

Introduction

Title:
Card War Game

Number of players:
2

How to play:
The game uses a standard 52-card deck of playing cards divided evenly and randomly between two players. Each player gets 26 random cards face down. Both player flip the top card at the same time, compare both cards and the player with the higher card wins both cards.

A war consist in a tie between the two player because both players fliped identical cards, each player lays three cards face-down, then each player flips one card face-up, compare the new face-up cards played and the player with the higher rank wins all the cards.

If the cards tie again then you have another war and repear the process of the war and continue the process until there is a winner. If one player doesn't have more cards to lay face-down during the war, he or she will lose the war.

The first player to collect all the cards wins.

Card denomination:
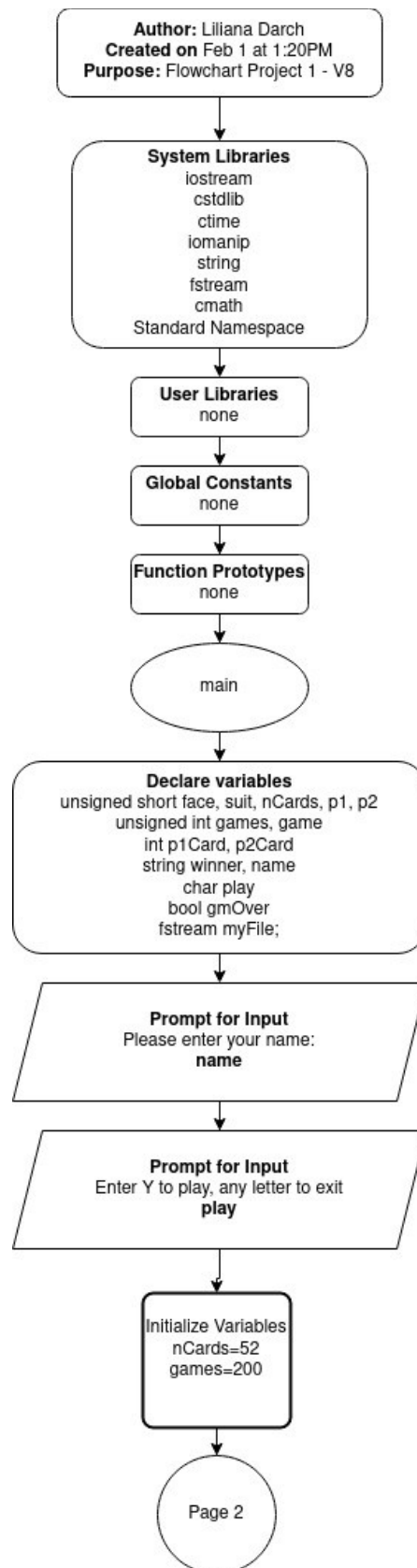
A is the highest card = 13
2 is the lowest card = 1

Card	2	3	4	5	6	7	8	9	10	J	Q	K	A
Equal to	1	2	3	4	5	6	7	8	9	10	11	12	13

Flowchart

Author: Liliana Darch
Created on Feb 1 at 1:20PM
Purpose: Flowchart Project 1 - V8

System Libraries
iostream
cstdlib
ctime
iomanip
string
fstream
cmath
Standard Namespace

User Libraries
none

Global Constants
none

Function Prototypes
none

main

Declare variables
unsigned short face, suit, nCards, p1, p2
unsigned int games, game
int p1Card, p2Card
string winner, name
char play
bool gmOver
fstream myFile;

Prompt for Input
Please enter your name:
name

Prompt for Input
Enter Y to play, any letter to exit
play

Initialize Variables
nCards=52
games=200

Page 2

```
                              ( Page 2 )
                                  │
                                  ▼
              ┌────────────┐  True  ┌──────────────────┐
              │ play == 'Y'│────────▶│ Initialize Variables│
              │   ‖        │         │ p1Card = 26       │
              │ play == 'y'│         │ p2Card = 26       │
              └────────────┘         │ gmOver = false    │
                    │                └──────────────────┘
                 false                       │
                    │                        ▼
                    │                ┌──────────────────┐
                    │                │ Declare and      │
                    │                │ Initialize Loop  │
                    │                │ int = 0          │
                    │                └──────────────────┘
                    │                        │            ┌──────┐
                    │                        ├───────────▶│ I++  │◀──────┐
                    │                        ▼            └──────┘       │
                    │              ┌────────────┐  True  ┌──────────────────────┐
                    │              │ play == 'Y'│────────▶│ p1 =rand()%nCards%13  │
                    │              │   ‖        │         │ p2 =rand()%nCards%13  │
                    │              │ play == 'y'│         └──────────────────────┘
                    │              └────────────┘                 │
                    │                  false                      ▼
                    │                    │         ┌────────┐ True ┌──────┐   ┌──────┐
                    │                    │         │ p1 > p2│─────▶│ p1++ │──▶│ p2-- │──┐
                    │                    │         └────────┘       └──────┘   └──────┘  │
                    │                    │           false ◀────────────────────────────┤
                    │                    │             │                                │
                    │                    │             ▼                                │
                    │                    │         ┌────────┐ True ┌──────┐   ┌──────┐  │
                    │                    │         │ p2 > p1│─────▶│ p2++ │──▶│ p1-- │──┤
                    │                    │         └────────┘       └──────┘   └──────┘  │
                    │                    │           false ◀────────────────────────────┤
                    │                    │             │                                │
                    │                    │             ▼                                │
                    │                    │         ┌────────┐ True ┌──────────────────────┐
                    │                    │         │ p1 == p2│────▶│ p1 =rand()%nCards%13  │
                    │                    │         └────────┘      │ p2 =rand()%nCards%13  │
                    │                    │           false         └──────────────────────┘
                    │                    │             │                    │
                    │                    │             │                    ▼
                    │                    │             │         ┌────────┐ True ┌──────┐  ┌──────┐
                    │                    │             │         │ p1 > p2│────▶│ p1++ │─▶│ p2-- │─┐
                    │                    │             │         └────────┘      └──────┘  └──────┘ │
                    │                    │             │          false ◀───────────────────────────┤
                    │                    │             │            │                              │
                    │                    │             │            ▼                              │
                    │                    │             │         ┌────────┐ True ┌──────┐  ┌──────┐ │
                    │                    │             │         │ p2 > p1│────▶│ p2++ │─▶│ p1-- │─┤
                    │                    │             │         └────────┘      └──────┘  └──────┘ │
                    │                    │             │          false ◀───────────────────────────┤
                    │                    │             │            │                              │
                    │                    │             └──────┐     │                              │
                    │                    │                    ▼     ▼                              │
                    │                    │              ╱──────────────╲                           │
                    │                    │             ╱   output       ╲──────────────────────────┘
                    │                    │             ╲   endl         ╱
                    │                    │              ╲──────────────╱
                    │                    │
                    │                    ▼
                    │           ┌────────────┐  false
                    │           │ p1Card >= 52│──────────────────────────┐
                    │           │   ‖        │                           │ (loop back)
                    │           │ p2Card >= 52│                          │
                    │           └────────────┘                          │
                    │              True                                 │
                    │                │                                  │
                    │                ▼                                  │
                    │           ┌──────────┐                           │
                    │           │ gmOver = │                           │
                    │           │ true     │                           │
                    │           └──────────┘                           │
                    │                │                                 │
                    ◀───────────────┘                                 │
                    │
                    ▼
            ┌────────────┐  ┌──────────┐
            │ p1Card >= 52│─▶│ winner = │
            └────────────┘  │ name     │
                 │          └──────────┘
                 │               │
                 ▼               │
          ┌──────────┐           │
          │ winner = │           │
          │ "Computer"│◀─────────┘
          └──────────┘
                 │
                 ▼
          ╱──────────────╲    ┌──────────────────────────────────┐
         ╱  Output        ╲──▶│ myFile.open("score.txt", ios::app)│
         ╲  "The winner is"╱   │ myFile<<"Game number "<<game<<    │
          ╲  winner       ╱    │ "! The winner is: "<<winner<<"!"  │
           ╲─────────────╱     │ game++                            │
                               │ myFile.close();                   │
                               └──────────────────────────────────┘
                                              │
                                              ▼
                                      ╭──────────────╮
                                      │ Return 0     │
                                      │ Exit from main│
                                      ╰──────────────╯
```

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Pseudocode

DECLARE a variable face to hold the face of the cards
DECLARE a variable suit to hold the suit of the cards
DECLARE a variable nCards for number of cards of the deck
DECLARE a variable p1 for player one
DECLARE a variable p2 for player two
DECLARE a variable games to count the rounds of one game
DECLARE a variable game to count the score of each game in the file
DECLARE a variable p1Cards to count the total of cards player one has each round
DECLARE a variable p2Cards to count the total of cards player two has each round
DECLARE a variable winner to hold the winner of the game
DECLARE a variable name to hold the name of player one
DECLARE a variable play to hold if player one would like to play again
DECLARE a variable bool gmOver to hold if we have a winner
DECLARE a variable myFile to write on the file

LOOP: While the player wants to keep playing
        GET: the users input
        LOOP: Do:
                IF the player1 card is higher than player2
                        ADD one to player1
                        SUBSTRACT one to player2
                END IF
                IF the player2 card is higher than player1
                        ADD one to player2
                        SUBSTRACT one to player1
                END IF
                IF player1 has the same card as player2
                        IF the player1 card is higher than player2
                                ADD four to player1
                                SUBSTRACT four to player2
                        ELSE the player2 card is higher than player1
                                ADD four to player2
                                SUBSTRACT four to player1
                END IF
                ELSE endl

                IF player1 has 52 cards or player2 has 52 cards
                        gmOver is equal to true
                END IF

        WHILE gmOver is false
        IF player1 has 52 cards, assigned player 1 to winner OTHERWISE assigned "Computer"
END LOOP

Spreadsheet – Cross Reference for Project 1

Chapter	Section	Topic	Where Line #''s	Pts	Notes
2	2	cout	54		
	3	libraries	15 to 21	8	iostream, iomanip, cmath, cstdlib, fstream, string,
	4	variables/literals	40 to 49		No variables in global area, failed project!
	5	Identifiers			
	6	Integers	43	3	
	7	Characters	47	3	
	8	Strings	45	3	
	9	Floats No Doubles	Version 2 – 40	3	Using doubles will fail the project, floats OK!
	10	Bools	48	4	
	11	Sizeof *****			
	12	Variables 7 characters or less			All variables <= 7 characters
	13	Scope ***** No Global Variables			
	14	Arithmetic operators			
	15	Comments 20%+	54	5	Model as pseudo code
	16	Named Constants			All Local, only Conversions/Physics/Math in Glo
	17	Programming Style ***** Emulate			Emulate style in book/in class repositiory
3	1	cin	55		
	2	Math Expression			
	3	Mixing data types ****			
	4	Overflow/Underflow ****			
	5	Type Casting	37	4	
	6	Multiple assignment *****			

	7	Formatting output	79	4	
	8	Strings	152	3	
	9	Math Library	Declare 21 , use in 86	4	All libraries included have to be used
	10	Hand tracing ******			
4	1	Relational Operators			
	2	if	77	4	Independent if
	4	If-else	139	4	
	5	Nesting	144	4	
	6	If-else-if	118	4	
	7	Flags *****			
	8	Logical operators	73	4	
	11	Validating user input	64	4	
	13	Conditional Operator	89	4	
	14	Switch	Version1 – 44	4	
5	1	Increment/Decrement	83, 84	4	
	2	While	64	4	
	5	Do-while	71	4	
	6	For loop	73	4	
	11	Files input/output both No breaks in loops	159	8	
	12	******			Failed Project if included

******
Not requi red to show

Total   100

Code

```
/*
 * File:   main.cpp
 * Author: Liliana Darch
 * Created on January 31, 2022, 11:00 PM
 * Purpose: Project Card War Game Version 8
 */


//System Level Libraries
#include <iostream>  //I/O Library
#include <cstdlib>   //Random Function Library
#include <ctime>     //Time Library
#include <iomanip>   //Formatting Library
#include <string>    //String library
#include <fstream>   //File library
#include <cmath>     //Math libray
using namespace std;

//User Defined Libraries

//Global constants, not Global variables
//These are recognized constants from the sciences
//Physics/Chemistry/Engineering and Conversions between
//systems of units!

//Function Prototypes

//Execution begins here!
//Execution Begins Here
int main(int argc, char** argv) {
    //Set Random Number seed
    srand(static_cast<unsigned int>(time(0)));

    //Declare Variable Data Types and Constants
    unsigned short face, suit,              //variables for the face and suit of the deck of cards
             nCards,                        //number of cards in a deck
             p1, p2;                        //Player one and player two
    unsigned int   games, game;            //The amount of rounds available to play
    int       p1Card, p2Card;              //The amount of cards that each player has every round
    string      winner;                    //Holds the winner
    string      name;                      //Holds the name of player 1
    char      play;                        //Validates the user input  keep playing
    bool      gmOver;                      //To check if we have a winner and a looser
    fstream      myFile;                   //File to hold the winner from each game
```

```cpp
//Initialize Variables
cout<<"Please enter your name: "<<endl;                          //Ask for the player's name
cin>>name;                                                       //Read the player name
cout<<"Hi "<<name<<" are you ready to play against the computer?"<<endl;
cout<<"Enter Y to play, any letter to exit"<<endl;
cin>>play;                                                       //Read the user input about playing again


nCards=52;                                                       // The 52 cards in a deck
games=200;                                                       // Play game no more than 200 rounds

while (play == 'Y' || play == 'y'){                              //Checks if the user would like to play the game
   p1Card = 26;                                                  //Initialize player 1 with 26 cards
   p2Card = 26;                                                  //Initialize player 2 with 26 cards
   gmOver = false;                                               //Check if there was a winner and a looser


   //Start the game
   do {

      for(int i = 0; i<games && !gmOver; i++){
         p1 = rand()%nCards%13;                                  //Assign the random card to Player 1
         p2 = rand()%nCards%13;                                  //Assign the random card to Player 2

         if (p1 > p2){                                           //If player 1 has the highest card
            cout<<endl;
            cout<<"*** ROUND NUMBER "<<setw(3)<<i<<" ***"<<endl;       //Show the round number
            cout<<name<<" card is "<<p1<<endl;
            cout<<"Computer card is "<<p2<<endl;
            cout<<name<<" has the highest card "<<p1<<endl;
            p1Card++;                                            //Adds 1 card to player 1
            p2Card--;                                            //Subtract 1 card to player 2
            cout<<"-- The statistics --"<<endl;
            cout<<name<<" has "<<abs(p1Card)<<" cards"<<endl;
            cout<<"Computer has "<<abs(p2Card)<<" cards"<<endl;
         }
         if (p2 > p1){ // If player 1 has the highest card
            cout<<endl;
            cout<<"*** ROUND NUMBER "<<setw(3)<<i<<" ***"<<endl;       //Show the round number
            cout<<name<<" card is "<<p1<<endl;
            cout<<"Computer card is "<<p2<<endl;
            cout<<"Computer has the highest card "<<p2<<endl;
            p2Card++;                                            //Adds 1 card to player 2
            p1Card--;                                            //Subtract 1 card to player 2
            cout<<"-- The statistics --"<<endl;
            cout<<name<<" has "<<abs(p1Card)<<" cards"<<endl;
            cout<<"Computer has "<<abs(p2Card)<<" cards"<<endl;
         }
         if(p1 == p2) { //If we get a match, we have a war!!
```

```cpp
                cout<<endl;
                cout<<"*** ROUND NUMBER "<<setw(3)<<i<<" ***"<<endl;        //Show the round number
                cout<<name<<" card is "<<p1<<endl;
                cout<<"Computer card is "<<p2<<endl;
                cout<<"*** WE HAVE A WAR ***"<<endl;

                p1 = rand()%nCards%13;                        //Assign a new the random card to Player 1 to play
the war
                p2 = rand()%nCards%13;                        //Assign a new the random card to Player 2 to play
the war
                cout<<endl;


                cout<<"***Round number "<<i<<endl;                //Show the round number
                if (p1 > p2){                                    // If player 1 has the highest card
                   cout<<name<<" new card is "<<p1<<endl;
                   cout<<"Computer new card is "<<p2<<endl;
                   cout<<name<<" wins the war with the card number "<<p1<<endl;
                   if ((p1Card <48) || (p2Card <48)) {                    //control the amount of cards played
                      p1Card = p1Card + 4;                             //Add 4 card to player 1
                      p2Card = p2Card - 4;                            //Subtract 4 card to player 2
                      cout<<"-- The statistics --"<<endl;
                      cout<<name<<" has "<<abs(p1Card)<<" cards"<<endl;
                      cout<<"Computer has "<<abs(p2Card)<<" cards"<<endl;
                   }

                } else{                                            //If player 2 has the highest card
                   cout<<name<<" new card is "<<p1<<endl;
                   cout<<"Computer new card is "<<p2<<endl;
                   cout<<"Computer wins the war with the card number "<<p2<<endl;
                   if ((p1Card <=48) || (p2Card <=48)){
                      p2Card = p2Card + 4;                             //Add 4 card to player 2
                      p1Card = p1Card - 4;                            //Subtract 4 card to player 1
                      cout<<"-- The statistics --"<<endl;
                      cout<<name<<" has "<<abs(p1Card)<<" cards"<<endl;
                      cout<<"Computer has "<<abs(p2Card)<<" cards"<<endl;
                   }
                }

             }else {                                            //If player 2 has the highest card
                cout<<endl;
             }

          if( p1Card >= 52 || p2Card >= 52 )                    //Check if we have a winner every round
          gmOver = true;                                        //Set the boolean to true so the game is over
          }


       } while (gmOver == false);                                //Keep playing while bool is equal to false
```

```cpp
    winner = p1Card >= 52 ? name:"Computer";                    //Assign the winner player to the winner
variable


    cout<<endl<<"THE WINNER IS"<<endl;
    cout<<setw(10)<<winner<<endl;                               //Output the winner
    cout<<endl<<endl;

    myFile.open("score.txt", ios::app);                        // Open a file
    myFile<<"Game number "<<game<<"! The winner is: "<<winner<<"!"<<endl;    //Output in the file
    game++;                                                     // counts how many games were played
    myFile.close();                                            //close the file

    cout<<"Do you want to play again?"<<endl;                  //Ask if the user would like to play again
    cout<<"Enter Y to play, any letter to exit"<<endl;
    cin>>play;                                                 //Read  user input about playing again
    }


//Exit stage right!
return 0;
}
```

Summary

Project size: about 172 lines
The number of variables: 13

This project includes many concepts that we learned from the chapters 1 to 5 from the book Gaddis 9th Edition. Also, it has many possibilities to be extended for next project. For example, the use functions to clean the main, the use of arrays to hold de card suits and faces.

Version 0:
Contains the minimun and maximun numbers available using the random variable.
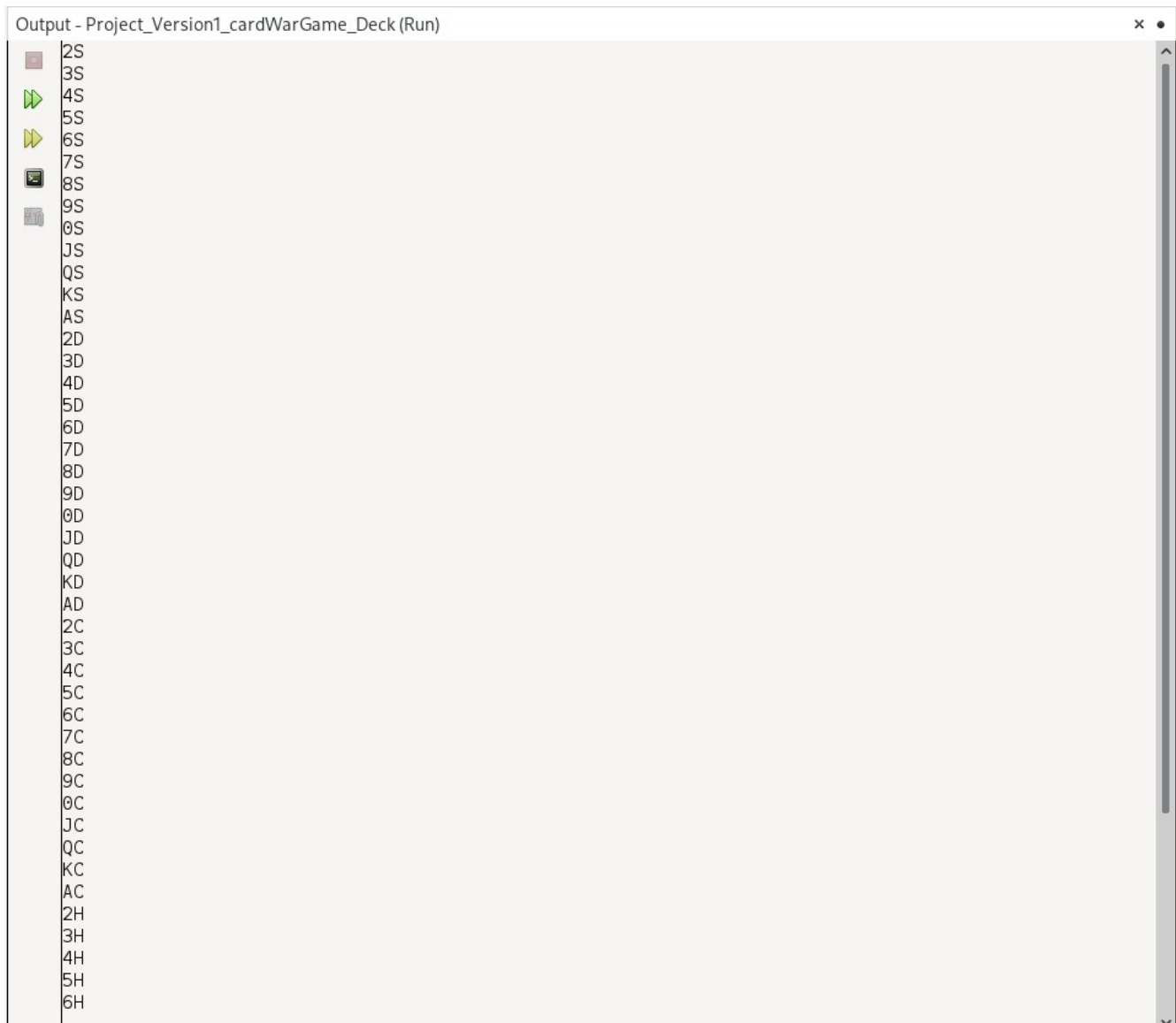
```
Output                                                                          × ●

   Project_Version0_cardWarGame_RandomVariable (Build, Run) ×  Project_Version0_cardWarGame_RandomVariable (Run) ×
   Number of random function calls = 2100000000
   The Minimum random number detected = 0
   The Maximum random number detected = 2147483647

   RUN FINISHED; exit value 0; real time: 26s; user: 0ms; system: 26s
```

Version 1:

Create a file with the deck of cards. The file contains the suit H for Hearts, D for Diamonds, C for Cloves and S for Spaces. It also contains the card's faces, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K and, A.

```
Output - Project_Version1_cardWarGame_Deck (Run)                                    ×  •
2S
3S
4S
5S
6S
7S
8S
9S
0S
JS
QS
KS
AS
2D
3D
4D
5D
6D
7D
8D
9D
0D
JD
QD
KD
AD
2C
3C
4C
5C
6C
7C
8C
9C
0C
JC
QC
KC
AC
2H
3H
4H
5H
6H
```
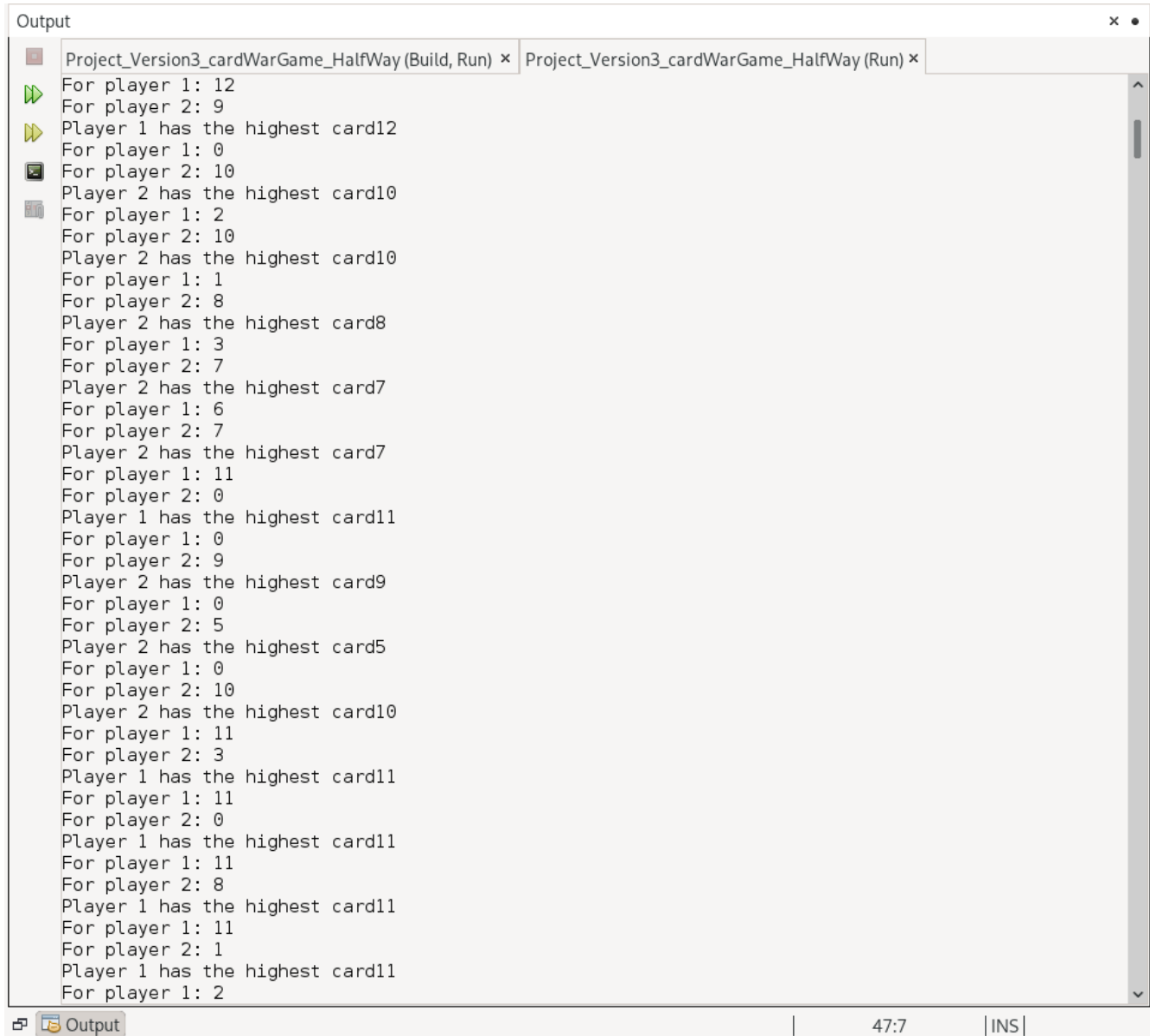
Version 2:

I'm using the random variable to be able to get suits from 0 to 3 that represent the hearts, diamonds, cloves and spaces. And also, I try the random variable to get the random faces represented in numbers from 0 to 12.

```
Output - Project_Version2_cardWarGame_52cardsUsingRandom (Run)          × •
Face: 5
Suit: 2
Face: 4
Face: 8
Face: 1
Face: 7
Face: 7
Face: 5
Face: 8
Face: 8
Face: 9
Face: 12
Face: 9
Face: 11
Face: 12
Suit: 0
Face: 0
Face: 1
Face: 11
Face: 10
Face: 6
Face: 0
Face: 12
Face: 4
Face: 10
Face: 1
Face: 5
Face: 12
Face: 5
Suit: 1
Face: 8
Face: 10
Face: 1
Face: 12
Face: 8
Face: 2
Face: 9
Face: 4
Face: 7
Face: 4
Face: 12
Face: 6
Face: 3
Suit: 3
     Output                              |        1:1        |INS|
```
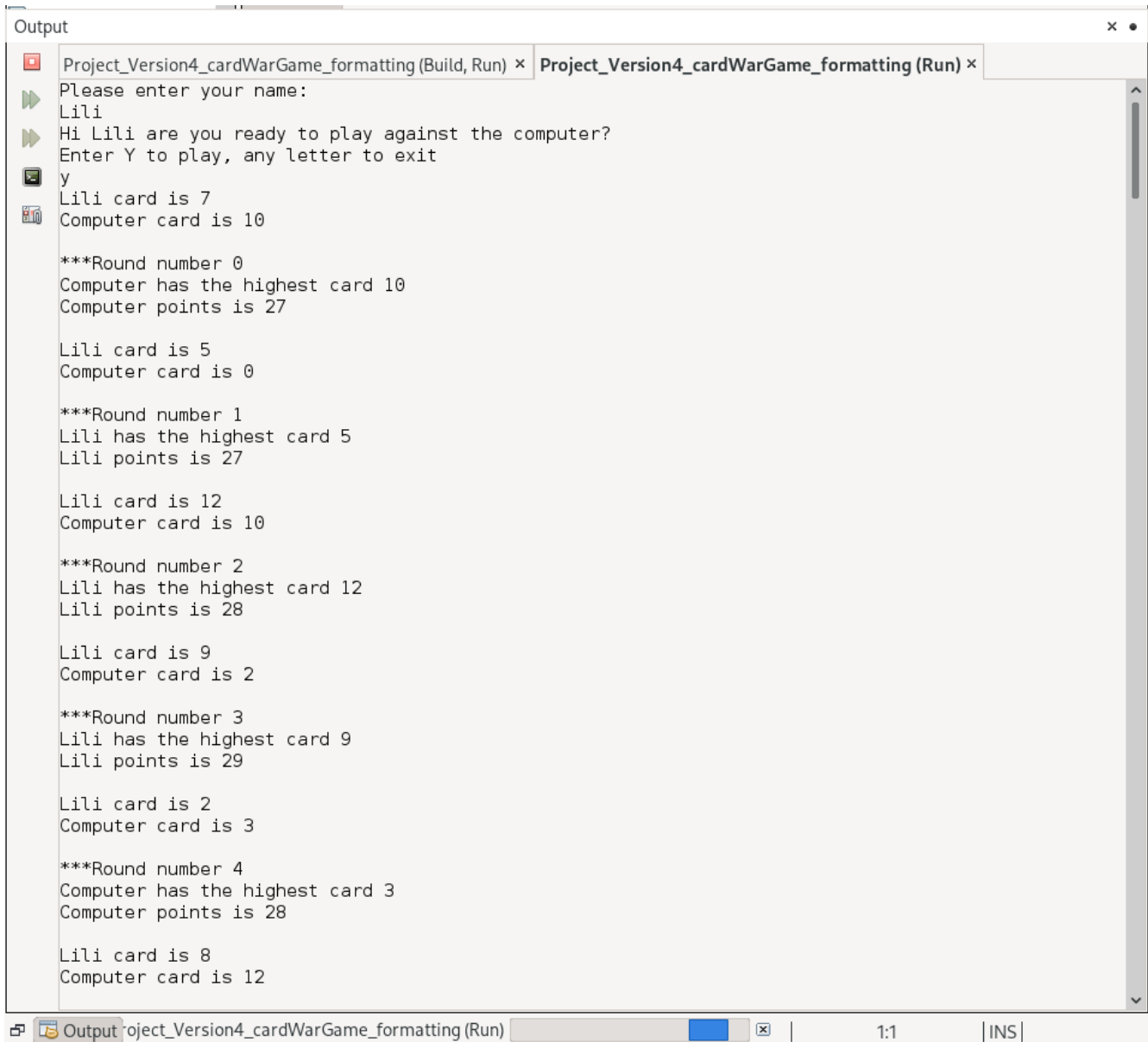
Version 3:
Checking which player has the higher card using if statments and conditional operator


```
Output                                                                          × •

      Project_Version3_cardWarGame_HalfWay (Build, Run) ×   Project_Version3_cardWarGame_HalfWay (Run) ×
      For player 1: 12
      For player 2: 9
      Player 1 has the highest card12
      For player 1: 0
      For player 2: 10
      Player 2 has the highest card10
      For player 1: 2
      For player 2: 10
      Player 2 has the highest card10
      For player 1: 1
      For player 2: 8
      Player 2 has the highest card8
      For player 1: 3
      For player 2: 7
      Player 2 has the highest card7
      For player 1: 6
      For player 2: 7
      Player 2 has the highest card7
      For player 1: 11
      For player 2: 0
      Player 1 has the highest card11
      For player 1: 0
      For player 2: 9
      Player 2 has the highest card9
      For player 1: 0
      For player 2: 5
      Player 2 has the highest card5
      For player 1: 0
      For player 2: 10
      Player 2 has the highest card10
      For player 1: 11
      For player 2: 3
      Player 1 has the highest card11
      For player 1: 11
      For player 2: 0
      Player 1 has the highest card11
      For player 1: 11
      For player 2: 8
      Player 1 has the highest card11
      For player 1: 11
      For player 2: 1
      Player 1 has the highest card11
      For player 1: 2

 ⊡  Output                                              |        47:7        |INS|
```

Version 4:
Use the string to hold the player's name. Incorporate a do while loop to play while the player press the key 'Y' or 'y' .

```
Output                                                                      ×  •

  ▣    Project_Version4_cardWarGame_formatting (Build, Run) ×  Project_Version4_cardWarGame_formatting (Run) ×
  ▶▶   Please enter your name:
       Lili
  ▶▶   Hi Lili are you ready to play against the computer?
       Enter Y to play, any letter to exit
  ▣    y
       Lili card is 7
  🖩    Computer card is 10

       ***Round number 0
       Computer has the highest card 10
       Computer points is 27

       Lili card is 5
       Computer card is 0

       ***Round number 1
       Lili has the highest card 5
       Lili points is 27

       Lili card is 12
       Computer card is 10

       ***Round number 2
       Lili has the highest card 12
       Lili points is 28

       Lili card is 9
       Computer card is 2

       ***Round number 3
       Lili has the highest card 9
       Lili points is 29

       Lili card is 2
       Computer card is 3

       ***Round number 4
       Computer has the highest card 3
       Computer points is 28

       Lili card is 8
       Computer card is 12

  🗗  🖳 Output oject_Version4_cardWarGame_formatting (Run) [        ▭▭▭ ]  ⊠  |      1:1          |INS|
```

Continue: Version 4 also check if the player 1 and player 2 have identical cards so they can play a WAR.

Output   × •

■ Project_Version4_cardWarGame_formatting (Build, Run) × **Project_Version4_cardWarGame_formatting (Run)** ×

```
***Round number 27
Lili has the highest card 9
Lili points is 51

Lili card is 5
Computer card is 5

***We have a war!!***
Lili new card is 9
Computer new card is 11

***Round number 28
Computer wins the war with the card number 11
Computer points is 42
Lili card is 2
Computer card is 7

***Round number 29
Computer has the highest card 7
Computer points is 43

Lili card is 0
Computer card is 2

***Round number 30
Computer has the highest card 2
Computer points is 44

Lili card is 10
Computer card is 7

***Round number 31
Lili has the highest card 10
Lili points is 52

Lili card is 11
Computer card is 1

***Round number 32
Lili has the highest card 11
Lili points is 53
```

Version 5:

I fixed some typos but I realized that I was having an error when printing the points for the winner because I was using an unsigned short if the player have -1 card the output will show as if the player had 65535 cards instead of a negative number.

Version 6:
Adding a bool variable to fix the error of printing the winner pointing.
Also, spent some time working in the formatting the output to make the output console more readible.

```
Output                                                                                      ×  ●
     un) ×  Project_Version6_cardWarGame_somechanges (Build, Run) ×  Project_Version6_cardWarGame_somechanges (Run) ×    ⌄ ⌄
     Lili card is 10                                                                              ∧
     Computer card is 9
     Lili has the highest card 10
     -- The statistics --
     Lili has 49 cards
     Computer has 3 cards


     *** ROUND NUMBER 174 ***
     Lili card is 9
     Computer card is 7
     Lili has the highest card 9
     -- The statistics --
     Lili has 50 cards
     Computer has 2 cards


     *** ROUND NUMBER 175 ***
     Lili card is 8
     Computer card is 6
     Lili has the highest card 8
     -- The statistics --
     Lili has 51 cards
     Computer has 1 cards


     *** ROUND NUMBER 176 ***
     Lili card is 8
     Computer card is 4
     Lili has the highest card 8
     -- The statistics --
     Lili has 52 cards
     Computer has 0 cards


     THE WINNER IS
            Lili


     Do you want to play again?
     Enter Y to play, any letter to exit
     n

     RUN FINISHED; exit value 0; real time: 3m 17s; user: 0ms; system: 0ms
     ⬚                                                                                          ⬚
                                                                                                 ⌄
```
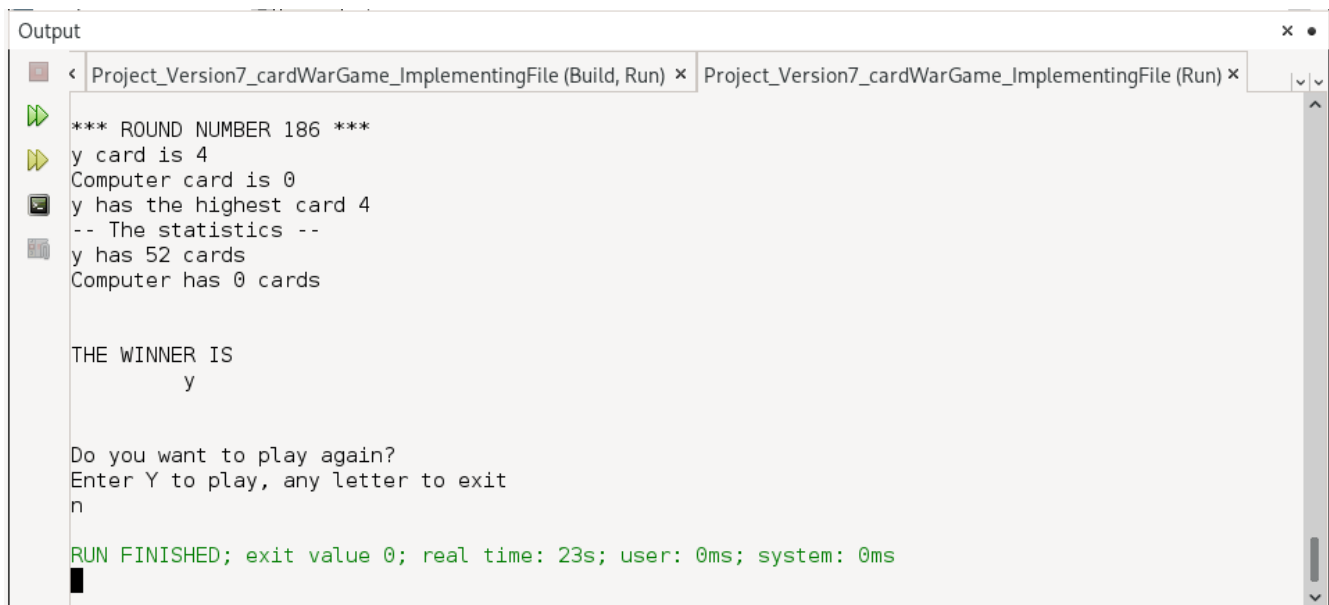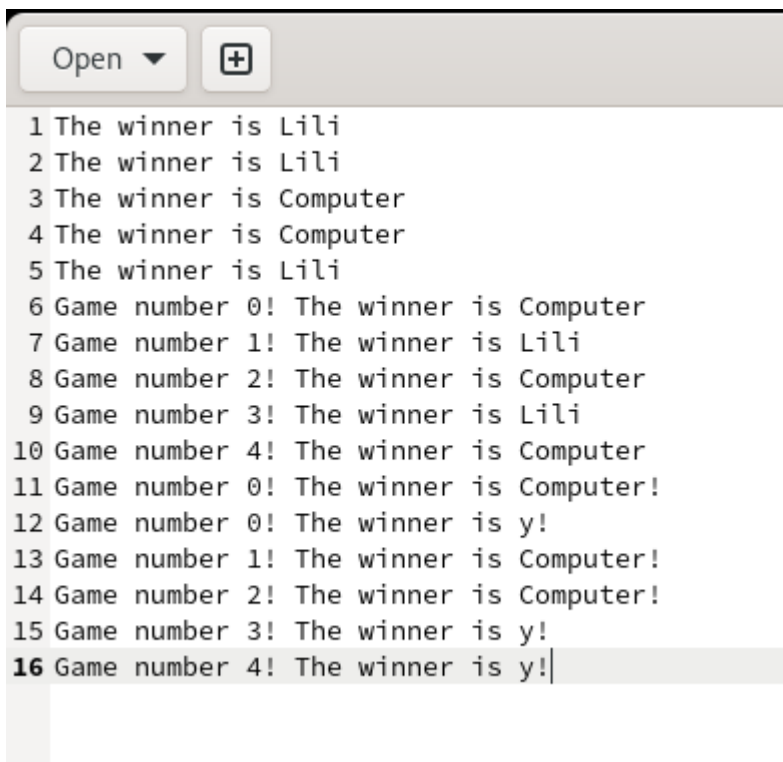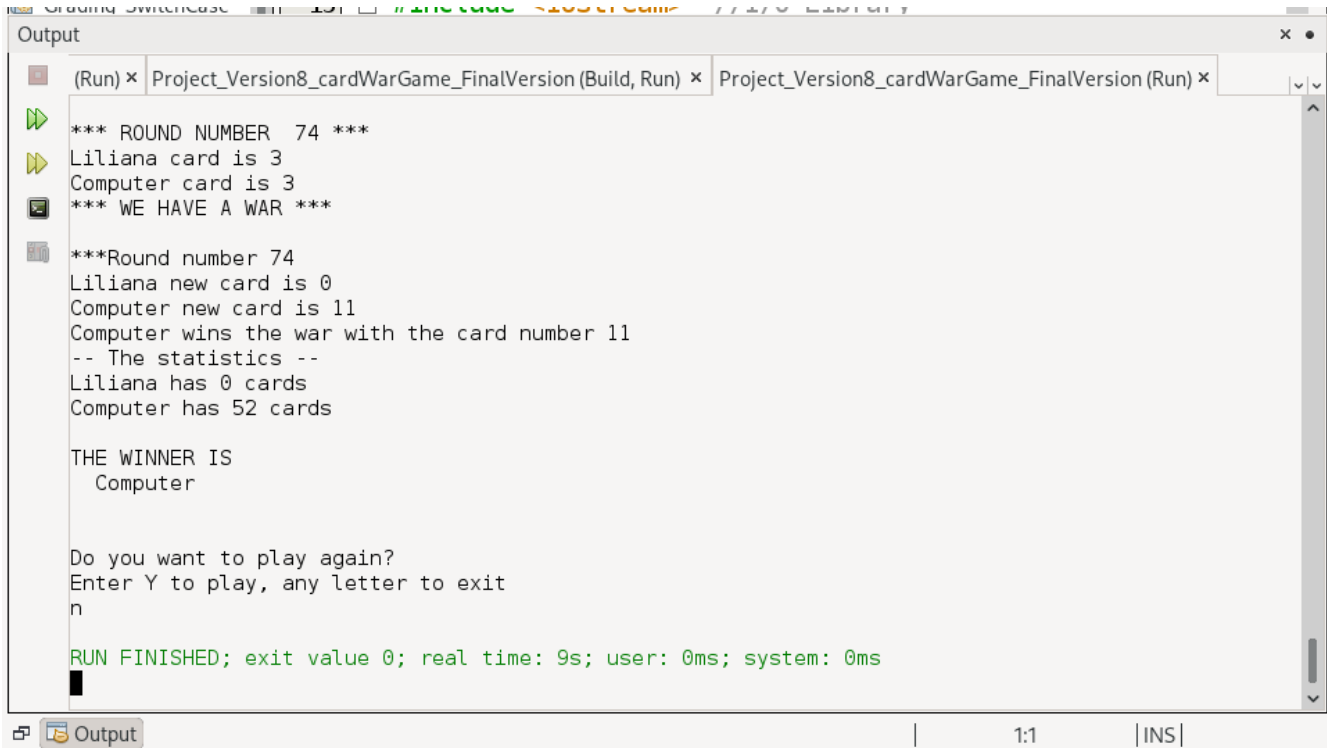
Version 7:
Created a file document to be able to store the winner for each game played.

```
Output                                                                    × •

  < Project_Version7_cardWarGame_ImplementingFile (Build, Run) ×  Project_Version7_cardWarGame_ImplementingFile (Run) ×    │∨│∨

  *** ROUND NUMBER 186 ***
  y card is 4
  Computer card is 0
  y has the highest card 4
  -- The statistics --
  y has 52 cards
  Computer has 0 cards


  THE WINNER IS
          y


  Do you want to play again?
  Enter Y to play, any letter to exit
  n

  RUN FINISHED; exit value 0; real time: 23s; user: 0ms; system: 0ms
```

```
 Open  ▼    ⊞

 1 The winner is Lili
 2 The winner is Lili
 3 The winner is Computer
 4 The winner is Computer
 5 The winner is Lili
 6 Game number 0! The winner is Computer
 7 Game number 1! The winner is Lili
 8 Game number 2! The winner is Computer
 9 Game number 3! The winner is Lili
10 Game number 4! The winner is Computer
11 Game number 0! The winner is Computer!
12 Game number 0! The winner is y!
13 Game number 1! The winner is Computer!
14 Game number 2! The winner is Computer!
15 Game number 3! The winner is y!
16 Game number 4! The winner is y!
```

Version 8:
Is the final version of my project 1.
Fixed some formating output.


```
*** ROUND NUMBER  74 ***
Liliana card is 3
Computer card is 3
*** WE HAVE A WAR ***

***Round number 74
Liliana new card is 0
Computer new card is 11
Computer wins the war with the card number 11
-- The statistics --
Liliana has 0 cards
Computer has 52 cards

THE WINNER IS
  Computer


Do you want to play again?
Enter Y to play, any letter to exit
n

RUN FINISHED; exit value 0; real time: 9s; user: 0ms; system: 0ms
```