War Game Analysis

* Random\_shuffle(iter1, iter2, funobject)
  + Starts at the beginning (iter 1)
  + Swap(obj 0, objRNG(0+1) swaps with any number between 0-0
  + Swap(obj1, objRNG(1+1) swaps with any number between 0-1
  + Swap(obj2, objRNG(2+1) swaps with any number between 0-2
  + And so on till the end of the objects.