from random import shuffle

class Card:

suits = ["spades",

"hearts",

"diamonds",

"clubs"]

values = [None, None,"2", "3",

"4", "5", "6", "7",

"8", "9", "10",

"Jack", "Queen",

"King", "Ace"]

def \_\_init\_\_(self, v, s):

"""suit + value are ints"""

self.value = v

self.suit = s

def \_\_lt\_\_(self, c2):

if self.value < c2.value:

return True

if self.value == c2.value:

if self.suit < c2.suit:

return True

else:

return False

return False

def \_\_gt\_\_(self, c2):

if self.value > c2.value:

return True

if self.value == c2.value:

if self.suit > c2.suit:

return True

else:

return False

return False

def \_\_repr\_\_(self):

v = self.values[self.value] +\

" of " + \

self.suits[self.suit]

return v

class Deck:

def \_\_init\_\_(self):

self.cards = []

for i in range(2, 15):

for j in range(4):

self.cards\

.append(Card(i,

j))

shuffle(self.cards)

def rm\_card(self):

if len(self.cards) == 0:

return

return self.cards.pop()

class Player:

def \_\_init\_\_(self, name):

self.wins = 0

self.card = None

self.name = name

class Game:

def \_\_init\_\_(self):

name1 = input("p1 name ")

name2 = input("p2 name ")

self.deck = Deck()

self.p1 = Player(name1)

self.p2 = Player(name2)

def wins(self, winner):

w = "{} wins this round"

w = w.format(winner)

print(w)

def draw(self, p1n, p1c, p2n, p2c):

d = "{} drew {} {} drew {}"

d = d.format(p1n,

p1c,

p2n,

p2c)

print(d)

def play\_game(self):

cards = self.deck.cards

print("beginning War!")

while len(cards) >= 2:

m = "q to quit. Any " + \

"key to play:"

response = input(m)

if response == 'q':

break

p1c = self.deck.rm\_card()

p2c = self.deck.rm\_card()

p1n = self.p1.name

p2n = self.p2.name

self.draw(p1n,

p1c,

p2n,

p2c)

if p1c > p2c:

self.p1.wins += 1

self.wins(self.p1.name)

else:

self.p2.wins += 1

self.wins(self.p2.name)

win = self.winner(self.p1,

self.p2)

print("War is over.{} wins"

.format(win))

def winner(self, p1, p2):

if p1.wins > p2.wins:

return p1.name

if p1.wins < p2.wins:

return p2.name

return "It was a tie!"

game = Game()

game.play\_game()