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Class playWar

java.lang.Object
playWar

```
public class playWar
extends java.lang.Object
```

playWar class is the main class. It contains the logic for the game of war and contains instances of each class within it.

Since:

2019-02-04

Constructor Summary

Constructors

Constructor and Description

[playWar\(\)](#)

Method Summary

All Methods Static Methods Concrete Methods

| Modifier and Type | Method and Description |
|-------------------|------------------------|
|-------------------|------------------------|

| | |
|-------------|--|
| static void | main (java.lang.String[] args) |
|-------------|--|

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

playWar

```
public playWar()
```

Method Detail

main

```
public static void main(java.lang.String[] args)
```

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