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Purpose : Project 1
the card game "WAR"

System Libraries
iostream
cstdlib
ctime
iomanip
cmath
fstream
string
Standard Namespace

User Libraries
none

Global Constants
float CNVPRNT = 100.0f

Function Prototypes
none

main

srand(static_cast<unsigned int>(time(0)))

Declare variables
const in SIZE=52;
int card[SIZE];
float perc1, perc2;
char player1, player2;
int val1, val2,
wPnts;
pnt1, pnt2;
use;
int bVal;
Bool bVal;
string card1, card2;
ifstream in;
ofstream out;

Initialize Variables
pnt1 = pnt2 = 0

in.open "card.dat"
in.open "stats.dat"
cin>>user
in>>card[i]

A

