# ****Card Game: Game of War****

Create a card game application and classes with the following capabilities:

* Use Enums for the suit and value of a card
* Include sort() (a hand) and shuffle() (a deck) methods
* Add a dealCard() method Deck class
* *Modify the GroupOfCards to be an abstract class*
* Create a class called GameOfWar that has three methods:
  + initialize()
  + play()
  + displayWinner()
* Create a GameDriver class that asks the user if he/she wants to play a game and then instantiates a GameOfWar object where the actual game is played (see above).
* Use a constant to hold the number of rounds to play. Use this to verify that your application is working correctly.
* Make sure you have a placeholder for the pile of cards that are being compared
* Make sure you have a placeholder for each player’s pile as they win rounds
* Create the methods to play the actual game of War. This should include the following:
  + Splitting the deck (each player should have 26 cards to start)
  + Comparing the top card from each player
  + Determining a winner and putting the cards into the winning player’s pile
  + Handling the scenario where a player (or both) has no more cards in his/their hand
    - At this point the player’s pile should become the player’s hand
    - Make sure that your cards come out in the proper order when you turn the pile over
  + Handling the scenario of War – where the player’s cards are the same value. In this scenario, make sure the following is done:
    - Each player adds their next three cards to the pile and then turns over/compares their fourth card
    - The winner of the fourth card comparison wins all the cards
    - If there is a tie, this scenario continues
  + Playing until the game ends (one player has all the cards) or the number of rounds played => the number of rounds constant
  + Determining who is the winner of the game