

```
1 package club.westcs.OOPNotes;
2
3 public class NorseGodRunner {
4
5     public static void main(String[] args) {
6
7         NorseGod odin = new NorseGod(false); //The god the user controls
8         NorseGod fenris = new NorseGod(true); //The god the computer controls
9
10        while(odin.isAlive() && fenris.isAlive()) {
11            odin.choice(fenris);
12            if(fenris.isAlive()) {
13                fenris.choice(odin);
14            }
15        }
16
17        if(odin.isAlive()) {
18            System.out.println(odin.getName() + " has won!");
19        }
20        else {
21            System.out.println(fenris.getName() + " has won!");
22        }
23    }
24
25 }
26
```