```java
//Application
package week06;

//import java.util.*;

public class Application {

    public static void main(String[] args) {
        //Instantiate a Deck
        Deck createdDeck = new Deck();

        //Instantiate two players
        Player playerOne = new Player("Player One");
        Player playerTwo = new Player("Player Two");

        //Shuffle the deck
        createdDeck.shuffle();

        //deal cards
        for(int i=1; i<=52; i++) {
            //Card drawnCard = new Card();
            if(i%2==0) {
                playerOne.draw(createdDeck);

            }
            else {
                playerTwo.draw(createdDeck);
            }
        }

        //Comparing cards
        for(int i=0; i<26; i++) {
            Card one = playerOne.flip();
            Card two = playerTwo.flip();
            if(one.getValue() > two.getValue()) {
                playerOne.incrementScore();
            }
            else if(one.getValue() < two.getValue()){
                playerTwo.incrementScore();
            }
        }

        //Comparing Scores
        System.out.println("The game is over: ");
        System.out.println(playerOne.name+"'s Score is: "+ playerOne.score);
        System.out.println(playerTwo.name+"'s Score is: "+ playerTwo.score);
        System.out.print("Results: ");
        if(playerOne.score>playerTwo.score) {
            System.out.println(playerOne.name+" wins!");
        }
        else if(playerOne.score<playerTwo.score) {
```

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            System.out.println(playerTwo.name+ " wins!");
        }
        else {
            System.out.println("A Tie!");
        }
    }
}


//Card Class
package week06;

public class Card {
    //        a. name field
    String name;
    //        b. suit field
    int value;

    void describe(){
    //        a. describe() to display the card information to the Console.
        System.out.println(name+" with a value of "+value);

    }

    //Constructor
    public Card(String name,int value){
        this.name = name;
        this.value = value;
    }

    //Re adding the default constructor
    public Card() {}

    //Getters & Setters
    public String getName() {
        return name;
    }

    public void setName(String name) {
        this.name = name;
    }


    public int getValue() {
        return value;
    }

    public void setValue(int value) {
```

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        this.value = value;
    }


}



//Deck Class

package week06;

import java.util.ArrayList;
import java.util.Collections;
import java.util.List;

public class Deck{
    //Fields:  This class should have a list of Card field called cards
    //         that will hold all the cards in the deck.
     List<Card> cards = new ArrayList<Card>();

    //Constructor
     Deck(){
        String[] suits = {"Hearts", "Clubs", "Spades", "Diamonds"};
        String [] names = {"Two","Three","Four","Five","Six","Seven","Eight",
                          "Nine","Ten","Jack","Queen","King","Ace" };

        for(String suit : suits) {
            int i = 2;
            for(String name : names) {
                String fullName = name+" of "+suit;
                Card card = new Card(fullName,i);
                //does it need the this. key word?
                cards.add(card);
                i++;
            }
        }
     }

    //Constructor with single cards

    public void describe() {
        for(Card card: cards) {
            card.describe();
        }

    }

    public int lenght() {
        int count = 0;
        for(int i = 0; i<cards.size(); i++) {
```

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            count++;
        }
        return count;
    }

    public void shuffle() {
        Collections.shuffle(cards);
    }

    public Card draw() {
        Card drawnCard = cards.remove(0);
        return drawnCard;
    }

    public List<Card> getCards() {
        return cards;
    }

    public void setCards(List<Card> cards) {
        this.cards = cards;
    }


}


//Player Class
package week06;

import java.util.ArrayList;
import java.util.List;

    public class Player {
        //Fields
        List<Card> hand = new ArrayList<Card>();

        int score;
        String name;

        //Methods
        public void describe(){
            System.out.println("              "+name+"'s Hand");
            System.out.println(">>>>>>>>>>>>>>>>>    <<<<<<<<<<<<<<<<<\n");
            for(Card card: hand) {
                card.describe();
            }
        }

        public Card flip() {
            return hand.remove(0);
        }
        public void draw(Deck deck) {
```

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                hand.add(deck.draw());
        }
        public int incrementScore() {
                score++;
            return score;
        }

        //Constructor
        public Player(String name) {
            score = 0;
            this.name = name;
        }

        //Getters and Setters
        public List<Card> getHand() {
            return hand;
        }

        public void setHand(Card card) {
            hand.add(card);
        }

        public int getScore() {
            return score;
        }

        public void setScore(int score) {
            this.score = score;
        }

        public String getName() {
            return name;
        }

        public void setName(String name) {
            this.name = name;
        }



}


    //URLS
    //GitHub: https://github.com/fmd5045/Week06FinalCodingProject
    //Youtube: https://youtu.be/4Nr2G5t7tb4
```