Program 4

Due Monday April 8 11:59 PM

# The Game of War

The game of war is a card game played by children and budding computer scientists.

From Wikipedia:

The objective of the game is to win all cards [Source: Wikipedia].

There are different interpretations on how to play The Game of War, so we will specify our SMU rules below:

1. 52 cards shuffled and split evenly amongst two players (26 each)
   1. The 26 cards to placed into a “to play” pile
2. Each player draws a card from the top of their “to play” pile and placed in a “currently in play” pile between the two players.
   1. The player who drew the higher card (cards are ranked from 2 to ace-high) gets to keep both cards and the cards will be placed into their “played” pile.
      1. In the event of a tie, players continue drawing cards until there is no longer a tie. Once the tie is broken, the winning player gets to keep all the cards from the “currently in play” pile.
   2. When a player runs out of cards from their “to play” pile, they will take all the cards from their “played” pile, shuffle them, and then put those cards into their “to play” pile.
   3. When a player runs out of cards from both their “played” pile and their “to play” pile, then they lose the game.
      1. Note that in the unlikely event that there are 26 draws in a row, then both players lose the game.

# Implementation Details

* You may not access any member variables directly.
  + You must use “get” and “set” functions
* You may **ONLY** use old-school c-style arrays. You may not use the <array> class, <vector>, <stack>, the <algorithm> library, or any other built-in c++ data structures.
* All card objects must be dynamically allocated on the heap.
  + It is ok for arrays of pointers to cards to exist on the stack.
  + All dynamically allocated memory must be appropriately deleted/destroyed (in a destructor perhaps).
* Consider using enum for suit and rank
* You must implement your own shuffle algorithm
  + You won’t be graded on algorithm performance (big-O). Instead, it should just be a ‘meaningful’ shuffle.
* You should use at least three classes.
  + In the reference implementation, classes were used for “GameBoard”, “Card”, “Pile”, and “Player”, but you can implement your own classes as you see fit.
  + Your class definitions should each be in their own .h file and the implementations should be in their own .cpp file.

# Hints

The following Pile class was created in the reference implementation. Feel free to take advantage of it.

You may notice that it implements a version of a *stack*

class Pile{

public:

Pile(){

numCards = 0;

}

void AddCardToPile(Card \* card){

// adds a card to the end of the array

cards[numCards] = card;

numCards++;

}

Card \* RemoveTopCard(){

// removes a card from the end of the array

Card \* cardToReturn = cards[numCards - 1];

numCards--;

return cardToReturn;

}

int GetNumCards(){

return numCards;

}

void Shuffle(){

// TODO

}

void PrintCards(){

// TODO

}

private:

Card \* cards[MAXCARDS]; // an array of card pointers

int numCards;

};

# Submission Details

You will split up your main function, class header files, and class cpp files into separate files.You will also need to submit your executable.

To canvas, you must turn in a file called **<LastName\_FirstInitial>Program4.zip** containing the files described above.

# Sample Output

Welcome to the Game of War!

Shuffling initial deck...

Initial 'to play' piles:

Player A:

There are 26 cards in the pile.

Card 1, five of clubs

Card 2, jack of spades

Card 3, ten of diamonds

Card 4, queen of clubs

Card 5, seven of spades

Card 6, six of diamonds

Card 7, five of diamonds

Card 8, ten of clubs

Card 9, ten of hearts

Card 10, three of hearts

Card 11, nine of hearts

Card 12, queen of diamonds

Card 13, three of spades

Card 14, king of diamonds

Card 15, seven of clubs

Card 16, eight of spades

Card 17, jack of diamonds

Card 18, jack of clubs

Card 19, three of clubs

Card 20, four of diamonds

Card 21, seven of hearts

Card 22, nine of clubs

Card 23, jack of hearts

Card 24, four of hearts

Card 25, king of spades

Card 26, five of spades

Player B:

There are 26 cards in the pile.

Card 1, king of clubs

Card 2, six of spades

Card 3, king of hearts

Card 4, four of spades

Card 5, two of clubs

Card 6, two of diamonds

Card 7, eight of clubs

Card 8, nine of spades

Card 9, ten of spades

Card 10, six of clubs

Card 11, ace of hearts

Card 12, four of clubs

Card 13, six of hearts

Card 14, ace of spades

Card 15, queen of spades

Card 16, seven of diamonds

Card 17, ace of diamonds

Card 18, nine of diamonds

Card 19, five of hearts

Card 20, ace of clubs

Card 21, two of spades

Card 22, three of diamonds

Card 23, eight of diamonds

Card 24, queen of hearts

Card 25, two of hearts

Card 26, eight of hearts

======== Round 1 ========

Player A plays five of spades

Player B plays eight of hearts

Player B wins the 'currently in play' pile.

Player A has 25 in their 'to play' pile and 0 in their 'played' pile.

Player B has 25 in their 'to play' pile and 2 in their 'played' pile.

======== Round 2 ========

Player A plays king of spades

Player B plays two of hearts

Player A wins the 'currently in play' pile.

Player A has 24 in their 'to play' pile and 2 in their 'played' pile.

Player B has 24 in their 'to play' pile and 2 in their 'played' pile.

======== Round 3 ========

Player A plays four of hearts

Player B plays queen of hearts

Player B wins the 'currently in play' pile.

Player A has 23 in their 'to play' pile and 2 in their 'played' pile.

Player B has 23 in their 'to play' pile and 4 in their 'played' pile.

======== Round 4 ========

Player A plays jack of hearts

Player B plays eight of diamonds

Player A wins the 'currently in play' pile.

Player A has 22 in their 'to play' pile and 4 in their 'played' pile.

Player B has 22 in their 'to play' pile and 4 in their 'played' pile.

======== Round 5 ========

Player A plays nine of clubs

Player B plays three of diamonds

Player A wins the 'currently in play' pile.

Player A has 21 in their 'to play' pile and 6 in their 'played' pile.

Player B has 21 in their 'to play' pile and 4 in their 'played' pile.

======== Round 6 ========

Player A plays seven of hearts

Player B plays two of spades

Player A wins the 'currently in play' pile.

Player A has 20 in their 'to play' pile and 8 in their 'played' pile.

Player B has 20 in their 'to play' pile and 4 in their 'played' pile.

======== Round 7 ========

Player A plays four of diamonds

Player B plays ace of clubs

Player B wins the 'currently in play' pile.

Player A has 19 in their 'to play' pile and 8 in their 'played' pile.

Player B has 19 in their 'to play' pile and 6 in their 'played' pile.

======== Round 8 ========

Player A plays three of clubs

Player B plays five of hearts

Player B wins the 'currently in play' pile.

Player A has 18 in their 'to play' pile and 8 in their 'played' pile.

Player B has 18 in their 'to play' pile and 8 in their 'played' pile.

======== Round 9 ========

Player A plays jack of clubs

Player B plays nine of diamonds

Player A wins the 'currently in play' pile.

Player A has 17 in their 'to play' pile and 10 in their 'played' pile.

Player B has 17 in their 'to play' pile and 8 in their 'played' pile.

======== Round 10 ========

Player A plays jack of diamonds

Player B plays ace of diamonds

Player B wins the 'currently in play' pile.

Player A has 16 in their 'to play' pile and 10 in their 'played' pile.

Player B has 16 in their 'to play' pile and 10 in their 'played' pile.

======== Round 11 ========

Player A plays eight of spades

Player B plays seven of diamonds

Player A wins the 'currently in play' pile.

Player A has 15 in their 'to play' pile and 12 in their 'played' pile.

Player B has 15 in their 'to play' pile and 10 in their 'played' pile.

======== Round 12 ========

Player A plays seven of clubs

Player B plays queen of spades

Player B wins the 'currently in play' pile.

Player A has 14 in their 'to play' pile and 12 in their 'played' pile.

Player B has 14 in their 'to play' pile and 12 in their 'played' pile.

======== Round 13 ========

Player A plays king of diamonds

Player B plays ace of spades

Player B wins the 'currently in play' pile.

Player A has 13 in their 'to play' pile and 12 in their 'played' pile.

Player B has 13 in their 'to play' pile and 14 in their 'played' pile.

======== Round 14 ========

Player A plays three of spades

Player B plays six of hearts

Player B wins the 'currently in play' pile.

Player A has 12 in their 'to play' pile and 12 in their 'played' pile.

Player B has 12 in their 'to play' pile and 16 in their 'played' pile.

======== Round 15 ========

Player A plays queen of diamonds

Player B plays four of clubs

Player A wins the 'currently in play' pile.

Player A has 11 in their 'to play' pile and 14 in their 'played' pile.

Player B has 11 in their 'to play' pile and 16 in their 'played' pile.

======== Round 16 ========

Player A plays nine of hearts

Player B plays ace of hearts

Player B wins the 'currently in play' pile.

Player A has 10 in their 'to play' pile and 14 in their 'played' pile.

Player B has 10 in their 'to play' pile and 18 in their 'played' pile.

======== Round 17 ========

Player A plays three of hearts

Player B plays six of clubs

Player B wins the 'currently in play' pile.

Player A has 9 in their 'to play' pile and 14 in their 'played' pile.

Player B has 9 in their 'to play' pile and 20 in their 'played' pile.

======== Round 18 ========

Player A plays ten of hearts

Player B plays ten of spades

There is a tie... Doing another battle.

Player A has 8 in their 'to play' pile and 14 in their 'played' pile.

Player B has 8 in their 'to play' pile and 20 in their 'played' pile.

Player A plays ten of clubs

Player B plays nine of spades

Player A wins the 'currently in play' pile.

Player A has 7 in their 'to play' pile and 18 in their 'played' pile.

Player B has 7 in their 'to play' pile and 20 in their 'played' pile.

======== Round 19 ========

Player A plays five of diamonds

Player B plays eight of clubs

Player B wins the 'currently in play' pile.

Player A has 6 in their 'to play' pile and 18 in their 'played' pile.

Player B has 6 in their 'to play' pile and 22 in their 'played' pile.

======== Round 20 ========

Player A plays six of diamonds

Player B plays two of diamonds

Player A wins the 'currently in play' pile.

Player A has 5 in their 'to play' pile and 20 in their 'played' pile.

Player B has 5 in their 'to play' pile and 22 in their 'played' pile.

======== Round 21 ========

Player A plays seven of spades

Player B plays two of clubs

Player A wins the 'currently in play' pile.

Player A has 4 in their 'to play' pile and 22 in their 'played' pile.

Player B has 4 in their 'to play' pile and 22 in their 'played' pile.

======== Round 22 ========

Player A plays queen of clubs

Player B plays four of spades

Player A wins the 'currently in play' pile.

Player A has 3 in their 'to play' pile and 24 in their 'played' pile.

Player B has 3 in their 'to play' pile and 22 in their 'played' pile.

======== Round 23 ========

Player A plays ten of diamonds

Player B plays king of hearts

Player B wins the 'currently in play' pile.

Player A has 2 in their 'to play' pile and 24 in their 'played' pile.

Player B has 2 in their 'to play' pile and 24 in their 'played' pile.

======== Round 24 ========

Player A plays jack of spades

Player B plays six of spades

Player A wins the 'currently in play' pile.

Player A has 1 in their 'to play' pile and 26 in their 'played' pile.

Player B has 1 in their 'to play' pile and 24 in their 'played' pile.

======== Round 25 ========

Player A plays five of clubs

Player B plays king of clubs

Player B wins the 'currently in play' pile.

Player A ran out of cards in their 'to play' pile. Getting cards from the 'played' pile.

Shuffling player A cards...

Player B ran out of cards in their 'to play' pile. Getting cards from the 'played' pile.

Shuffling player B cards...

Player A has 26 in their 'to play' pile and 0 in their 'played' pile.

Player B has 26 in their 'to play' pile and 0 in their 'played' pile.

======== Round 26 ========

Player A plays eight of spades

Player B plays eight of clubs

There is a tie... Doing another battle.

Player A has 25 in their 'to play' pile and 0 in their 'played' pile.

Player B has 25 in their 'to play' pile and 0 in their 'played' pile.

Player A plays king of spades

Player B plays queen of spades

Player A wins the 'currently in play' pile.

Player A has 24 in their 'to play' pile and 4 in their 'played' pile.

Player B has 24 in their 'to play' pile and 0 in their 'played' pile.

======== Round 27 ========

Player A plays two of clubs

Player B plays king of clubs

Player B wins the 'currently in play' pile.

Player A has 23 in their 'to play' pile and 4 in their 'played' pile.

Player B has 23 in their 'to play' pile and 2 in their 'played' pile.

======== Round 28 ========

Player A plays ten of hearts

Player B plays three of spades

Player A wins the 'currently in play' pile.

Player A has 22 in their 'to play' pile and 6 in their 'played' pile.

Player B has 22 in their 'to play' pile and 2 in their 'played' pile.

======== Round 29 ========

Player A plays two of spades

Player B plays five of spades

Player B wins the 'currently in play' pile.

Player A has 21 in their 'to play' pile and 6 in their 'played' pile.

Player B has 21 in their 'to play' pile and 4 in their 'played' pile.

======== Round 30 ========

Player A plays three of diamonds

Player B plays three of clubs

There is a tie... Doing another battle.

Player A has 20 in their 'to play' pile and 6 in their 'played' pile.

Player B has 20 in their 'to play' pile and 4 in their 'played' pile.

Player A plays ten of clubs

Player B plays ace of hearts

Player B wins the 'currently in play' pile.

Player A has 19 in their 'to play' pile and 6 in their 'played' pile.

Player B has 19 in their 'to play' pile and 8 in their 'played' pile.

======== Round 31 ========

Player A plays nine of diamonds

Player B plays four of hearts

Player A wins the 'currently in play' pile.

Player A has 18 in their 'to play' pile and 8 in their 'played' pile.

Player B has 18 in their 'to play' pile and 8 in their 'played' pile.

======== Round 32 ========

Player A plays seven of diamonds

Player B plays king of diamonds

Player B wins the 'currently in play' pile.

Player A has 17 in their 'to play' pile and 8 in their 'played' pile.

Player B has 17 in their 'to play' pile and 10 in their 'played' pile.

======== Round 33 ========

Player A plays eight of diamonds

Player B plays queen of hearts

Player B wins the 'currently in play' pile.

Player A has 16 in their 'to play' pile and 8 in their 'played' pile.

Player B has 16 in their 'to play' pile and 12 in their 'played' pile.

======== Round 34 ========

Player A plays six of spades

Player B plays five of clubs

Player A wins the 'currently in play' pile.

Player A has 15 in their 'to play' pile and 10 in their 'played' pile.

Player B has 15 in their 'to play' pile and 12 in their 'played' pile.

======== Round 35 ========

Player A plays four of spades

Player B plays ace of diamonds

Player B wins the 'currently in play' pile.

Player A has 14 in their 'to play' pile and 10 in their 'played' pile.

Player B has 14 in their 'to play' pile and 14 in their 'played' pile.

======== Round 36 ========

Player A plays jack of clubs

Player B plays eight of hearts

Player A wins the 'currently in play' pile.

Player A has 13 in their 'to play' pile and 12 in their 'played' pile.

Player B has 13 in their 'to play' pile and 14 in their 'played' pile.

======== Round 37 ========

Player A plays jack of hearts

Player B plays seven of clubs

Player A wins the 'currently in play' pile.

Player A has 12 in their 'to play' pile and 14 in their 'played' pile.

Player B has 12 in their 'to play' pile and 14 in their 'played' pile.

======== Round 38 ========

Player A plays nine of clubs

Player B plays five of diamonds

Player A wins the 'currently in play' pile.

Player A has 11 in their 'to play' pile and 16 in their 'played' pile.

Player B has 11 in their 'to play' pile and 14 in their 'played' pile.

======== Round 39 ========

Player A plays seven of hearts

Player B plays five of hearts

Player A wins the 'currently in play' pile.

Player A has 10 in their 'to play' pile and 18 in their 'played' pile.

Player B has 10 in their 'to play' pile and 14 in their 'played' pile.

======== Round 40 ========

Player A plays six of diamonds

Player B plays three of hearts

Player A wins the 'currently in play' pile.

Player A has 9 in their 'to play' pile and 20 in their 'played' pile.

Player B has 9 in their 'to play' pile and 14 in their 'played' pile.

======== Round 41 ========

Player A plays two of diamonds

Player B plays ace of clubs

Player B wins the 'currently in play' pile.

Player A has 8 in their 'to play' pile and 20 in their 'played' pile.

Player B has 8 in their 'to play' pile and 16 in their 'played' pile.

======== Round 42 ========

Player A plays queen of clubs

Player B plays king of hearts

Player B wins the 'currently in play' pile.

Player A has 7 in their 'to play' pile and 20 in their 'played' pile.

Player B has 7 in their 'to play' pile and 18 in their 'played' pile.

======== Round 43 ========

Player A plays queen of diamonds

Player B plays six of hearts

Player A wins the 'currently in play' pile.

Player A has 6 in their 'to play' pile and 22 in their 'played' pile.

Player B has 6 in their 'to play' pile and 18 in their 'played' pile.

======== Round 44 ========

Player A plays two of hearts

Player B plays ace of spades

Player B wins the 'currently in play' pile.

Player A has 5 in their 'to play' pile and 22 in their 'played' pile.

Player B has 5 in their 'to play' pile and 20 in their 'played' pile.

======== Round 45 ========

Player A plays seven of spades

Player B plays four of diamonds

Player A wins the 'currently in play' pile.

Player A has 4 in their 'to play' pile and 24 in their 'played' pile.

Player B has 4 in their 'to play' pile and 20 in their 'played' pile.

======== Round 46 ========

Player A plays nine of spades

Player B plays six of clubs

Player A wins the 'currently in play' pile.

Player A has 3 in their 'to play' pile and 26 in their 'played' pile.

Player B has 3 in their 'to play' pile and 20 in their 'played' pile.

======== Round 47 ========

Player A plays jack of spades

Player B plays jack of diamonds

There is a tie... Doing another battle.

Player A has 2 in their 'to play' pile and 26 in their 'played' pile.

Player B has 2 in their 'to play' pile and 20 in their 'played' pile.

Player A plays ten of spades

Player B plays ten of diamonds

There is a tie... Doing another battle.

Player A has 1 in their 'to play' pile and 26 in their 'played' pile.

Player B has 1 in their 'to play' pile and 20 in their 'played' pile.

Player A plays four of clubs

Player B plays nine of hearts

Player B wins the 'currently in play' pile.

Player A ran out of cards in their 'to play' pile. Getting cards from the 'played' pile.

Shuffling player A cards...

Player B ran out of cards in their 'to play' pile. Getting cards from the 'played' pile.

Shuffling player B cards...

Player A has 26 in their 'to play' pile and 0 in their 'played' pile.

Player B has 26 in their 'to play' pile and 0 in their 'played' pile.

======== Round 48 ========

Player A plays eight of hearts

Player B plays ace of spades

Player B wins the 'currently in play' pile.

Player A has 25 in their 'to play' pile and 0 in their 'played' pile.

Player B has 25 in their 'to play' pile and 2 in their 'played' pile.

======== Round 49 ========

Player A plays queen of spades

Player B plays four of clubs

Player A wins the 'currently in play' pile.

Player A has 24 in their 'to play' pile and 2 in their 'played' pile.

Player B has 24 in their 'to play' pile and 2 in their 'played' pile.

======== Round 50 ========

Player A plays nine of clubs

Player B plays three of diamonds

Player A wins the 'currently in play' pile.

Player A has 23 in their 'to play' pile and 4 in their 'played' pile.

Player B has 23 in their 'to play' pile and 2 in their 'played' pile.

======== Round 51 ========

Player A plays jack of hearts

Player B plays two of hearts

Player A wins the 'currently in play' pile.

Player A has 22 in their 'to play' pile and 6 in their 'played' pile.

Player B has 22 in their 'to play' pile and 2 in their 'played' pile.

======== Round 52 ========

Player A plays four of hearts

Player B plays jack of spades

Player B wins the 'currently in play' pile.

Player A has 21 in their 'to play' pile and 6 in their 'played' pile.

Player B has 21 in their 'to play' pile and 4 in their 'played' pile.

======== Round 53 ========

Player A plays king of spades

Player B plays three of clubs

Player A wins the 'currently in play' pile.

Player A has 20 in their 'to play' pile and 8 in their 'played' pile.

Player B has 20 in their 'to play' pile and 4 in their 'played' pile.

======== Round 54 ========

Player A plays eight of spades

Player B plays two of spades

Player A wins the 'currently in play' pile.

Player A has 19 in their 'to play' pile and 10 in their 'played' pile.

Player B has 19 in their 'to play' pile and 4 in their 'played' pile.

======== Round 55 ========

Player A plays seven of clubs

Player B plays nine of hearts

Player B wins the 'currently in play' pile.

Player A has 18 in their 'to play' pile and 10 in their 'played' pile.

Player B has 18 in their 'to play' pile and 6 in their 'played' pile.

======== Round 56 ========

Player A plays four of diamonds

Player B plays ten of diamonds

Player B wins the 'currently in play' pile.

Player A has 17 in their 'to play' pile and 10 in their 'played' pile.

Player B has 17 in their 'to play' pile and 8 in their 'played' pile.

======== Round 57 ========

Player A plays nine of diamonds

Player B plays four of spades

Player A wins the 'currently in play' pile.

Player A has 16 in their 'to play' pile and 12 in their 'played' pile.

Player B has 16 in their 'to play' pile and 8 in their 'played' pile.

======== Round 58 ========

Player A plays six of clubs

Player B plays eight of diamonds

Player B wins the 'currently in play' pile.

Player A has 15 in their 'to play' pile and 12 in their 'played' pile.

Player B has 15 in their 'to play' pile and 10 in their 'played' pile.

======== Round 59 ========

Player A plays queen of diamonds

Player B plays queen of hearts

There is a tie... Doing another battle.

Player A has 14 in their 'to play' pile and 12 in their 'played' pile.

Player B has 14 in their 'to play' pile and 10 in their 'played' pile.

Player A plays six of hearts

Player B plays seven of diamonds

Player B wins the 'currently in play' pile.

Player A has 13 in their 'to play' pile and 12 in their 'played' pile.

Player B has 13 in their 'to play' pile and 14 in their 'played' pile.

======== Round 60 ========

Player A plays five of hearts

Player B plays ten of spades

Player B wins the 'currently in play' pile.

Player A has 12 in their 'to play' pile and 12 in their 'played' pile.

Player B has 12 in their 'to play' pile and 16 in their 'played' pile.

======== Round 61 ========

Player A plays seven of hearts

Player B plays ace of diamonds

Player B wins the 'currently in play' pile.

Player A has 11 in their 'to play' pile and 12 in their 'played' pile.

Player B has 11 in their 'to play' pile and 18 in their 'played' pile.

======== Round 62 ========

Player A plays five of diamonds

Player B plays ten of clubs

Player B wins the 'currently in play' pile.

Player A has 10 in their 'to play' pile and 12 in their 'played' pile.

Player B has 10 in their 'to play' pile and 20 in their 'played' pile.

======== Round 63 ========

Player A plays eight of clubs

Player B plays ace of hearts

Player B wins the 'currently in play' pile.

Player A has 9 in their 'to play' pile and 12 in their 'played' pile.

Player B has 9 in their 'to play' pile and 22 in their 'played' pile.

======== Round 64 ========

Player A plays seven of spades

Player B plays two of clubs

Player A wins the 'currently in play' pile.

Player A has 8 in their 'to play' pile and 14 in their 'played' pile.

Player B has 8 in their 'to play' pile and 22 in their 'played' pile.

======== Round 65 ========

Player A plays six of spades

Player B plays king of clubs

Player B wins the 'currently in play' pile.

Player A has 7 in their 'to play' pile and 14 in their 'played' pile.

Player B has 7 in their 'to play' pile and 24 in their 'played' pile.

======== Round 66 ========

Player A plays nine of spades

Player B plays jack of diamonds

Player B wins the 'currently in play' pile.

Player A has 6 in their 'to play' pile and 14 in their 'played' pile.

Player B has 6 in their 'to play' pile and 26 in their 'played' pile.

======== Round 67 ========

Player A plays six of diamonds

Player B plays ace of clubs

Player B wins the 'currently in play' pile.

Player A has 5 in their 'to play' pile and 14 in their 'played' pile.

Player B has 5 in their 'to play' pile and 28 in their 'played' pile.

======== Round 68 ========

Player A plays three of hearts

Player B plays queen of clubs

Player B wins the 'currently in play' pile.

Player A has 4 in their 'to play' pile and 14 in their 'played' pile.

Player B has 4 in their 'to play' pile and 30 in their 'played' pile.

======== Round 69 ========

Player A plays three of spades

Player B plays king of hearts

Player B wins the 'currently in play' pile.

Player A has 3 in their 'to play' pile and 14 in their 'played' pile.

Player B has 3 in their 'to play' pile and 32 in their 'played' pile.

======== Round 70 ========

Player A plays ten of hearts

Player B plays two of diamonds

Player A wins the 'currently in play' pile.

Player A has 2 in their 'to play' pile and 16 in their 'played' pile.

Player B has 2 in their 'to play' pile and 32 in their 'played' pile.

======== Round 71 ========

Player A plays jack of clubs

Player B plays king of diamonds

Player B wins the 'currently in play' pile.

Player A has 1 in their 'to play' pile and 16 in their 'played' pile.

Player B has 1 in their 'to play' pile and 34 in their 'played' pile.

======== Round 72 ========

Player A plays five of clubs

Player B plays five of spades

There is a tie... Doing another battle.

Player A ran out of cards in their 'to play' pile. Getting cards from the 'played' pile.

Shuffling player A cards...

Player B ran out of cards in their 'to play' pile. Getting cards from the 'played' pile.

Shuffling player B cards...

Player A has 16 in their 'to play' pile and 0 in their 'played' pile.

Player B has 34 in their 'to play' pile and 0 in their 'played' pile.

Player A plays queen of spades

Player B plays seven of diamonds

Player A wins the 'currently in play' pile.

Player A has 15 in their 'to play' pile and 4 in their 'played' pile.

Player B has 33 in their 'to play' pile and 0 in their 'played' pile.

======== Round 73 ========

Player A plays two of spades

Player B plays queen of hearts

Player B wins the 'currently in play' pile.

Player A has 14 in their 'to play' pile and 4 in their 'played' pile.

Player B has 32 in their 'to play' pile and 2 in their 'played' pile.

======== Round 74 ========

Player A plays eight of spades

Player B plays king of hearts

Player B wins the 'currently in play' pile.

Player A has 13 in their 'to play' pile and 4 in their 'played' pile.

Player B has 31 in their 'to play' pile and 4 in their 'played' pile.

======== Round 75 ========

Player A plays two of hearts

Player B plays ace of hearts

Player B wins the 'currently in play' pile.

Player A has 12 in their 'to play' pile and 4 in their 'played' pile.

Player B has 30 in their 'to play' pile and 6 in their 'played' pile.

======== Round 76 ========

Player A plays two of clubs

Player B plays eight of hearts

Player B wins the 'currently in play' pile.

Player A has 11 in their 'to play' pile and 4 in their 'played' pile.

Player B has 29 in their 'to play' pile and 8 in their 'played' pile.

======== Round 77 ========

Player A plays nine of clubs

Player B plays queen of diamonds

Player B wins the 'currently in play' pile.

Player A has 10 in their 'to play' pile and 4 in their 'played' pile.

Player B has 28 in their 'to play' pile and 10 in their 'played' pile.

======== Round 78 ========

Player A plays nine of diamonds

Player B plays king of clubs

Player B wins the 'currently in play' pile.

Player A has 9 in their 'to play' pile and 4 in their 'played' pile.

Player B has 27 in their 'to play' pile and 12 in their 'played' pile.

======== Round 79 ========

Player A plays three of clubs

Player B plays nine of spades

Player B wins the 'currently in play' pile.

Player A has 8 in their 'to play' pile and 4 in their 'played' pile.

Player B has 26 in their 'to play' pile and 14 in their 'played' pile.

======== Round 80 ========

Player A plays four of clubs

Player B plays eight of diamonds

Player B wins the 'currently in play' pile.

Player A has 7 in their 'to play' pile and 4 in their 'played' pile.

Player B has 25 in their 'to play' pile and 16 in their 'played' pile.

======== Round 81 ========

Player A plays three of diamonds

Player B plays three of spades

There is a tie... Doing another battle.

Player A has 6 in their 'to play' pile and 4 in their 'played' pile.

Player B has 24 in their 'to play' pile and 16 in their 'played' pile.

Player A plays jack of hearts

Player B plays three of hearts

Player A wins the 'currently in play' pile.

Player A has 5 in their 'to play' pile and 8 in their 'played' pile.

Player B has 23 in their 'to play' pile and 16 in their 'played' pile.

======== Round 82 ========

Player A plays four of spades

Player B plays jack of clubs

Player B wins the 'currently in play' pile.

Player A has 4 in their 'to play' pile and 8 in their 'played' pile.

Player B has 22 in their 'to play' pile and 18 in their 'played' pile.

======== Round 83 ========

Player A plays two of diamonds

Player B plays five of diamonds

Player B wins the 'currently in play' pile.

Player A has 3 in their 'to play' pile and 8 in their 'played' pile.

Player B has 21 in their 'to play' pile and 20 in their 'played' pile.

======== Round 84 ========

Player A plays ten of hearts

Player B plays queen of clubs

Player B wins the 'currently in play' pile.

Player A has 2 in their 'to play' pile and 8 in their 'played' pile.

Player B has 20 in their 'to play' pile and 22 in their 'played' pile.

======== Round 85 ========

Player A plays king of spades

Player B plays six of spades

Player A wins the 'currently in play' pile.

Player A has 1 in their 'to play' pile and 10 in their 'played' pile.

Player B has 19 in their 'to play' pile and 22 in their 'played' pile.

======== Round 86 ========

Player A plays seven of spades

Player B plays ace of spades

Player B wins the 'currently in play' pile.

Player A ran out of cards in their 'to play' pile. Getting cards from the 'played' pile.

Shuffling player A cards...

Player A has 10 in their 'to play' pile and 0 in their 'played' pile.

Player B has 18 in their 'to play' pile and 24 in their 'played' pile.

======== Round 87 ========

Player A plays seven of diamonds

Player B plays ace of diamonds

Player B wins the 'currently in play' pile.

Player A has 9 in their 'to play' pile and 0 in their 'played' pile.

Player B has 17 in their 'to play' pile and 26 in their 'played' pile.

======== Round 88 ========

Player A plays king of spades

Player B plays ten of diamonds

Player A wins the 'currently in play' pile.

Player A has 8 in their 'to play' pile and 2 in their 'played' pile.

Player B has 16 in their 'to play' pile and 26 in their 'played' pile.

======== Round 89 ========

Player A plays three of hearts

Player B plays seven of hearts

Player B wins the 'currently in play' pile.

Player A has 7 in their 'to play' pile and 2 in their 'played' pile.

Player B has 15 in their 'to play' pile and 28 in their 'played' pile.

======== Round 90 ========

Player A plays queen of spades

Player B plays eight of clubs

Player A wins the 'currently in play' pile.

Player A has 6 in their 'to play' pile and 4 in their 'played' pile.

Player B has 14 in their 'to play' pile and 28 in their 'played' pile.

======== Round 91 ========

Player A plays jack of hearts

Player B plays seven of clubs

Player A wins the 'currently in play' pile.

Player A has 5 in their 'to play' pile and 6 in their 'played' pile.

Player B has 13 in their 'to play' pile and 28 in their 'played' pile.

======== Round 92 ========

Player A plays three of diamonds

Player B plays ace of clubs

Player B wins the 'currently in play' pile.

Player A has 4 in their 'to play' pile and 6 in their 'played' pile.

Player B has 12 in their 'to play' pile and 30 in their 'played' pile.

======== Round 93 ========

Player A plays five of clubs

Player B plays four of diamonds

Player A wins the 'currently in play' pile.

Player A has 3 in their 'to play' pile and 8 in their 'played' pile.

Player B has 11 in their 'to play' pile and 30 in their 'played' pile.

======== Round 94 ========

Player A plays six of spades

Player B plays jack of spades

Player B wins the 'currently in play' pile.

Player A has 2 in their 'to play' pile and 8 in their 'played' pile.

Player B has 10 in their 'to play' pile and 32 in their 'played' pile.

======== Round 95 ========

Player A plays three of spades

Player B plays six of hearts

Player B wins the 'currently in play' pile.

Player A has 1 in their 'to play' pile and 8 in their 'played' pile.

Player B has 9 in their 'to play' pile and 34 in their 'played' pile.

======== Round 96 ========

Player A plays five of spades

Player B plays four of hearts

Player A wins the 'currently in play' pile.

Player A ran out of cards in their 'to play' pile. Getting cards from the 'played' pile.

Shuffling player A cards...

Player A has 10 in their 'to play' pile and 0 in their 'played' pile.

Player B has 8 in their 'to play' pile and 34 in their 'played' pile.

======== Round 97 ========

Player A plays four of hearts

Player B plays ten of clubs

Player B wins the 'currently in play' pile.

Player A has 9 in their 'to play' pile and 0 in their 'played' pile.

Player B has 7 in their 'to play' pile and 36 in their 'played' pile.

======== Round 98 ========

Player A plays eight of clubs

Player B plays ten of spades

Player B wins the 'currently in play' pile.

Player A has 8 in their 'to play' pile and 0 in their 'played' pile.

Player B has 6 in their 'to play' pile and 38 in their 'played' pile.

======== Round 99 ========

Player A plays jack of hearts

Player B plays six of clubs

Player A wins the 'currently in play' pile.

Player A has 7 in their 'to play' pile and 2 in their 'played' pile.

Player B has 5 in their 'to play' pile and 38 in their 'played' pile.

======== Round 100 ========

Player A plays five of spades

Player B plays jack of diamonds

Player B wins the 'currently in play' pile.

Player A has 6 in their 'to play' pile and 2 in their 'played' pile.

Player B has 4 in their 'to play' pile and 40 in their 'played' pile.

======== Round 101 ========

Player A plays ten of diamonds

Player B plays six of diamonds

Player A wins the 'currently in play' pile.

Player A has 5 in their 'to play' pile and 4 in their 'played' pile.

Player B has 3 in their 'to play' pile and 40 in their 'played' pile.

======== Round 102 ========

Player A plays seven of clubs

Player B plays five of hearts

Player A wins the 'currently in play' pile.

Player A has 4 in their 'to play' pile and 6 in their 'played' pile.

Player B has 2 in their 'to play' pile and 40 in their 'played' pile.

======== Round 103 ========

Player A plays king of spades

Player B plays king of diamonds

There is a tie... Doing another battle.

Player A has 3 in their 'to play' pile and 6 in their 'played' pile.

Player B has 1 in their 'to play' pile and 40 in their 'played' pile.

Player A plays five of clubs

Player B plays nine of hearts

Player B wins the 'currently in play' pile.

Player B ran out of cards in their 'to play' pile. Getting cards from the 'played' pile.

Shuffling player B cards...

Player A has 2 in their 'to play' pile and 6 in their 'played' pile.

Player B has 44 in their 'to play' pile and 0 in their 'played' pile.

======== Round 104 ========

Player A plays queen of spades

Player B plays two of clubs

Player A wins the 'currently in play' pile.

Player A has 1 in their 'to play' pile and 8 in their 'played' pile.

Player B has 43 in their 'to play' pile and 0 in their 'played' pile.

======== Round 105 ========

Player A plays four of diamonds

Player B plays jack of diamonds

Player B wins the 'currently in play' pile.

Player A ran out of cards in their 'to play' pile. Getting cards from the 'played' pile.

Shuffling player A cards...

Player A has 8 in their 'to play' pile and 0 in their 'played' pile.

Player B has 42 in their 'to play' pile and 2 in their 'played' pile.

======== Round 106 ========

Player A plays five of hearts

Player B plays nine of hearts

Player B wins the 'currently in play' pile.

Player A has 7 in their 'to play' pile and 0 in their 'played' pile.

Player B has 41 in their 'to play' pile and 4 in their 'played' pile.

======== Round 107 ========

Player A plays six of diamonds

Player B plays nine of diamonds

Player B wins the 'currently in play' pile.

Player A has 6 in their 'to play' pile and 0 in their 'played' pile.

Player B has 40 in their 'to play' pile and 6 in their 'played' pile.

======== Round 108 ========

Player A plays ten of diamonds

Player B plays queen of clubs

Player B wins the 'currently in play' pile.

Player A has 5 in their 'to play' pile and 0 in their 'played' pile.

Player B has 39 in their 'to play' pile and 8 in their 'played' pile.

======== Round 109 ========

Player A plays queen of spades

Player B plays two of hearts

Player A wins the 'currently in play' pile.

Player A has 4 in their 'to play' pile and 2 in their 'played' pile.

Player B has 38 in their 'to play' pile and 8 in their 'played' pile.

======== Round 110 ========

Player A plays six of clubs

Player B plays ten of clubs

Player B wins the 'currently in play' pile.

Player A has 3 in their 'to play' pile and 2 in their 'played' pile.

Player B has 37 in their 'to play' pile and 10 in their 'played' pile.

======== Round 111 ========

Player A plays jack of hearts

Player B plays ten of spades

Player A wins the 'currently in play' pile.

Player A has 2 in their 'to play' pile and 4 in their 'played' pile.

Player B has 36 in their 'to play' pile and 10 in their 'played' pile.

======== Round 112 ========

Player A plays seven of clubs

Player B plays three of diamonds

Player A wins the 'currently in play' pile.

Player A has 1 in their 'to play' pile and 6 in their 'played' pile.

Player B has 35 in their 'to play' pile and 10 in their 'played' pile.

======== Round 113 ========

Player A plays two of clubs

Player B plays four of hearts

Player B wins the 'currently in play' pile.

Player A ran out of cards in their 'to play' pile. Getting cards from the 'played' pile.

Shuffling player A cards...

Player A has 6 in their 'to play' pile and 0 in their 'played' pile.

Player B has 34 in their 'to play' pile and 12 in their 'played' pile.

======== Round 114 ========

Player A plays seven of clubs

Player B plays queen of hearts

Player B wins the 'currently in play' pile.

Player A has 5 in their 'to play' pile and 0 in their 'played' pile.

Player B has 33 in their 'to play' pile and 14 in their 'played' pile.

======== Round 115 ========

Player A plays queen of spades

Player B plays seven of hearts

Player A wins the 'currently in play' pile.

Player A has 4 in their 'to play' pile and 2 in their 'played' pile.

Player B has 32 in their 'to play' pile and 14 in their 'played' pile.

======== Round 116 ========

Player A plays jack of hearts

Player B plays seven of diamonds

Player A wins the 'currently in play' pile.

Player A has 3 in their 'to play' pile and 4 in their 'played' pile.

Player B has 31 in their 'to play' pile and 14 in their 'played' pile.

======== Round 117 ========

Player A plays three of diamonds

Player B plays eight of diamonds

Player B wins the 'currently in play' pile.

Player A has 2 in their 'to play' pile and 4 in their 'played' pile.

Player B has 30 in their 'to play' pile and 16 in their 'played' pile.

======== Round 118 ========

Player A plays two of hearts

Player B plays four of clubs

Player B wins the 'currently in play' pile.

Player A has 1 in their 'to play' pile and 4 in their 'played' pile.

Player B has 29 in their 'to play' pile and 18 in their 'played' pile.

======== Round 119 ========

Player A plays ten of spades

Player B plays five of clubs

Player A wins the 'currently in play' pile.

Player A ran out of cards in their 'to play' pile. Getting cards from the 'played' pile.

Shuffling player A cards...

Player A has 6 in their 'to play' pile and 0 in their 'played' pile.

Player B has 28 in their 'to play' pile and 18 in their 'played' pile.

======== Round 120 ========

Player A plays queen of spades

Player B plays ace of clubs

Player B wins the 'currently in play' pile.

Player A has 5 in their 'to play' pile and 0 in their 'played' pile.

Player B has 27 in their 'to play' pile and 20 in their 'played' pile.

======== Round 121 ========

Player A plays ten of spades

Player B plays king of spades

Player B wins the 'currently in play' pile.

Player A has 4 in their 'to play' pile and 0 in their 'played' pile.

Player B has 26 in their 'to play' pile and 22 in their 'played' pile.

======== Round 122 ========

Player A plays five of clubs

Player B plays five of diamonds

There is a tie... Doing another battle.

Player A has 3 in their 'to play' pile and 0 in their 'played' pile.

Player B has 25 in their 'to play' pile and 22 in their 'played' pile.

Player A plays jack of hearts

Player B plays queen of diamonds

Player B wins the 'currently in play' pile.

Player A has 2 in their 'to play' pile and 0 in their 'played' pile.

Player B has 24 in their 'to play' pile and 26 in their 'played' pile.

======== Round 123 ========

Player A plays seven of hearts

Player B plays ten of hearts

Player B wins the 'currently in play' pile.

Player A has 1 in their 'to play' pile and 0 in their 'played' pile.

Player B has 23 in their 'to play' pile and 28 in their 'played' pile.

======== Round 124 ========

Player A plays seven of diamonds

Player B plays nine of clubs

Player B wins the 'currently in play' pile.

Player A has 0 in their 'to play' pile and 0 in their 'played' pile.

Player B has 22 in their 'to play' pile and 30 in their 'played' pile.

Player A ran out of cards. Player A has lost.