

```
1 package week6;
2 import java.util.*;
3 public class WAR {
4
5     public static void main(String[] args) {
6
7         // Create two players
8         Player player1 = new Player("Player 1");
9         Player player2 = new Player("Player 2");
10
11        // Shuffle the deck
12        Deck deck = new Deck();
13        deck.shuffle();
14
15        // Deal the cards to the players
16        for (int i = 0; i < deck.getCards().size(); i++) {
17            if (i % 2 == 0) {
18                player1.draw(deck);
19            } else {
20                player2.draw(deck);
21            }
22        }
23
24        // Start the game
25        while (!player1.isOut() && !player2.isOut()) {
26
27            // Play a round of War
28            Card player1Card = player1.flip();
29            Card player2Card = player2.flip();
30
31            // Determine the winner of the round
32            if (player1Card.getValue() > player2Card.getValue()) {
33                player1.incrementScore();
34            } else if (player2Card.getValue() > player1Card.getValue()) {
35                player2.incrementScore();
36            } else {
37                // War!
38                for (int i = 0; i < 3; i++) {
39                    player1.draw(deck);
40                    player2.draw(deck);
41                }
42
43                // Determine the winner of the War
44                Card warCard1 = player1.flip();
45                Card warCard2 = player2.flip();
46                if (warCard1.getValue() > warCard2.getValue()) {
47                    player1.incrementScore();
48                } else if (warCard2.getValue() > warCard1.getValue()) {
49                    player2.incrementScore();
50                }
51            }
52            // Announce the winner
53            if (player1.getScore() > player2.getScore()) {
54                System.out.println("Player 1 wins with a score of " + player1.getScore());
55            } else if (player2.getScore() > player1.getScore()) {
56                System.out.println("Player 2 wins with a score of " + player2.getScore());
57            } else {
```

WAR.java

Monday, February 12, 2024, 3:00 PM

```
58         System.out.println("Draw!");
59     }
60 }
61 }
62 }
63 }
```