

```
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

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