Class Game

java.lang.Object
    Game

```
public class Game
extends Object
```

Field Summary

Fields

Modifier and Type	Field and Description
private CardPile	**boardCards**
private boolean	**isWar**
private int	**numWars**
private Player	**player1**
private Card	**player1Card**
private Player	**player2**
private Card	**player2Card**
private long	**seed**

Constructor Summary

Constructors

Constructor and Description
Game(**String** player1, **String** player2, long seed)

Method Summary

Methods

Modifier and Type	Method and Description
private void	**dealCards**()
boolean	**gameComplete**()
boolean	**getIsWar**()
int	**getNumWars**()
Card	**getPlayer1Card**()
Card	**getPlayer2Card**()
Player	**getWinner**()
void	**nextCard**()

Field Detail

player1

```
private Player player1
```

player2

```
private Player player2
```

seed

```
private long seed
```

boardCards

```
private CardPile boardCards
```

player1Card

```
private Card player1Card
```

player2Card

```
private Card player2Card
```

isWar

```
private boolean isWar
```

numWars

```
private int numWars
```

Constructor Detail

Game

```
public Game(String player1,
    String player2,
    long seed)
```

Method Detail

dealCards

```
private void dealCards()
```

gameComplete

```
public boolean gameComplete()
```

nextCard

```
public void nextCard()
```

getWinner

```
public Player getWinner()
```

getPlayer1Card

```
public Card getPlayer1Card()
```

getPlayer2Card

```
public Card getPlayer2Card()
```

getIsWar

```
public boolean getIsWar()
```

getNumWars

```
public int getNumWars()
```