War

Program Name: War. java Input File: war. dat

As a child, you may have found the card game *War* entertaining. You probably didn't notice all the adults avoiding you when you wanted to play for the 50th time! Computers, however, don't get bored. Write a program that will play the game with your nephew until *he* gets bored.

Here are the rules.

- Deal all 52 cards of a standard deck of playing cards to 2 players. Players keep the cards face down.
- Player 1 shows his top card, then player 2.
- The player with the highest value card takes both cards (Ace high, suit not considered).
- If there is a tie, a war breaks out. Both players place their next card face down on the table & the next card face up. The highest of these new face up cards wins everything on the table. If the face up cards are tied again, repeat the war.
- When you win a hand, collect the cards in the same order they were dealt & place them at the back of your deck. For example: 1's first card, 2's first card, 1's second card, 2's second card, etc.
- A player wins when he has all 52 cards.
- The game is a draw if there is no winner after 100,000 hands.

Input

A sequence of cards representing the order in player hands. Each line of input is 26 cards, so 2 lines are needed for the each deck (game). The first line is player 1's deck, the second line is player 2's.

Output

A statement declaring the winner of each game or tie game result.

Sample Input

```
4d Ks As 4h Jh 6h Jd Qs Qh 6s 6c 2c Kc 4s Ah 3h Qd 2h 7s 9s 3c 8h Kd 7h Th Td 8d 8c 9c 7c 5d 4c Js Qc 5s Ts Jc Ad 7d Kh Tc 3s 8s 2d 2s 5h 6d Ac 5c 9h 3d 9d 6d 9d 8c 4s Kc 7c 4d Tc Kd 3s 5h 2h Ks 5c 2s Qh 8d 7d 3d Ah Js Jd 4c Jh 6c Qc 9h Qd Qs 9s Ac 8h Td Jc 7s 2d 6s As 4h Ts 6h 2c Kh Th 7h 5s 9c 5d Ad 3h 8s 3c Ah As 4c 3s 7d Jc 5h 8s Qc Kh Td 3h 5c 9h 8c Qs 3d Ks 4d Kd 6c 6s 7h Qh 3c Jd 2h 8h 7s 2c 5d 7c 2d Tc Jh Ac 9s 9c 5s Qd 4s Js 6d Kc 2s Th 8d 9d 4h Ad 6h Ts
```

Sample Output

```
Tie game stopped at 100000 plays. Player 2 wins!
Tie game stopped at 100000 plays.
```