Main.java:

**public class** Main {  
 **public static void** main(String[] args) {  
 Game game = **new** Game();  
 System.***out***.println(game.toString());  
 game.gameplay();  
 System.***out***.println(game.toString());  
 **if**(game.**playerOneWins**)  
 System.***out***.println(**"first "** + game.**n**);  
 **else if**(game.**playerTwoWins**)  
 System.***out***.println(**"second "** + game.**n**);  
 **else** System.***out***.println(**"botva"**);  
 }  
}  
  
Deck.java:  
  
 **import** java.util.ArrayList;  
 **import** java.util.Comparator;  
  
**public class** Deck {  
 ArrayList<Card> **list** = **new** ArrayList<>();  
 Deck(){  
 **int** i=0;  
 **while** (i<10){  
 Card card = **new** Card(i);  
 **list**.add(card);  
 i++;  
 }  
 }  
 **public void** ShuffleDeck(){  
 **list**.sort(**new** Comparator<Card>() {  
 @Override  
 **public int** compare(Card o1, Card o2) {  
 **int** a = (**int**)(Math.*random*()\*10);  
 **if**(a<5){  
 **return** 1;  
 }  
 **else return** -1;  
 }  
 });  
 }  
  
 @Override  
 **public** String toString() {  
 **return "Deck{"** +  
 **"list="** + **list** +  
 **'}'**;  
 }  
}  
  
Card.java:  
  
**public class** Card {  
 **int rank**;  
 **public** Card(**int** rang) {  
 **this**.**rank** = rang;  
 }  
 **public int** getRank() {  
 **return rank**;  
 }  
  
 @Override  
 **public** String toString() {  
 **return "Card{"** +  
 **"rank="** + **rank** +  
 **'}'**;  
 }  
}  
   
Game.java:  
 **import** java.util.ArrayDeque;  
 **import** java.util.Stack;  
  
**public class** Game {  
 **boolean playerOneWins** = **false**;  
 **boolean playerTwoWins** = **false**;  
 **int n** = 0;  
 Deck **deck** = **new** Deck();  
 ArrayDeque<Card> **player1** = **new** ArrayDeque<>();  
 ArrayDeque<Card> **player2** = **new** ArrayDeque<>();  
 Game(){  
 **int** i = 0;  
 **deck**.ShuffleDeck();  
 **while**(i<5){  
 **player1**.push(**deck**.**list**.get(i));  
 **player2**.push(**deck**.**list**.get(i+5));  
 i++;  
 }  
  
 }  
 **public void** gameplay() {  
 **while** (!(**playerOneWins** || **playerTwoWins** || (**n** > 106))) {  
 **n**++;  
 **if** (**player1**.getFirst().getRank() > **player2**.getFirst().getRank()) {  
 **player1**.addLast(**player1**.getFirst());  
 **player1**.removeFirst();  
 **player1**.addLast(**player2**.getFirst());  
 **player2**.removeFirst();  
 **if** (**player2**.isEmpty())  
 **playerOneWins** = **true**;  
 }  
 **else** {  
 **player2**.addLast(**player2**.getFirst());  
 **player2**.removeFirst();  
 **player2**.addLast(**player1**.getFirst());  
 **player1**.removeFirst();  
 **if** (**player1**.isEmpty())  
 **playerTwoWins** = **true**;  
 }  
 }  
 }  
  
 @Override  
 **public** String toString() {  
 **return "Game{"** +  
 **"deck="** + **deck** +  
 **", player1="** + **player1** +  
 **", player2="** + **player2** +  
 **'}'**;  
 }  
}