**Name: Session:**

**Programming I**

**Lab Exercise 1.9.2020**

1. Make a game called Five Dice. Five Dice is a variation Yahtzee. The player rolls 5 dice. You earn points according to the following table:

5 of a kind = 50 points

4 of a kind = 25 points

3 of a kind = 10 points

The game will end when the user gets to 1000 points. The player that gets to 1000 points in the fewest rolls wins.

1. Make a simulation of the card game War. The game is played with a standard deck of 52 cards. War is a 2 player game. The deck is shuffled and dealt to the two players. The game is played by each player playing the top card in their hand. Whichever player has the highest face value wins the hand. In the event of a tie, the player that wins the next hand wins the cards from the tie. With each play, the two players cards will be displayed and the winner determined. After all cards are played (26 plays), a report is made on how many wins each player has. And who won the game.
2. Modify the game of war so it plays the game without any operator intervention.