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package week06Assignment;

//import java.util.ArrayList;

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public class Player{

    String namePlayerOne;
    String namePlayerTwo;
    static int p1Score = 0;
    static int p2Score = 0;

    static Card playerOneTopCard = Deck.cardsDeckOne.get(0);
    static Card playerTwoTopCard = Deck.cardsDeckTwo.get(0);
    //flip(Card playerOneTopCard, playerTwoTopCard);
    //static Card playerOneTopCard = flip();

    static String determineWinner(Card playerOneTopCard, Card
playerTwoTopCard, int comparable) {
        if(comparable == -1) {
            p2Score++;
            return "The Winner is: playerTwo";
        }if(comparable == 1) {
            p1Score++;
            return "The Winner is: playerOne";
        }else {
            return "DRAW";
        }
    }

    private static void flip(Card[] deck1, Card[] deck2) {
        Card[] deck = new Card[52];
        Card playerOneTopCard = deck1[0];
        Card playerTwoTopCard = deck2[0];

        removeTop(deck1);
        removeTop(deck2);
    }

```

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private static void removeTop(Card[] deck) {  
    for(int i = 0; i < deck.length; i++) {  
        deck[i] = deck[i + 1];  
    }  
}
```

```
public static String score(int p1, int p2) {  
    if (p1 > p2) {  
        return "The WINNER is playerOne with " + p1Score + " points!  
" + "\nplayerTwo is LOSER! With " + p2Score + " points!";  
    } if(p1 < p2) {  
        return "The WINNER is playerTwo with " + p2Score + " points!  
" + "\nplayerOne is LOSER! With " + p1Score + " points!";  
    }else {  
        return "draw....thats so boring...";  
    }  
}  
  
}
```