1. //Ricky Howe
2. //SDEV 120
3. //5/10/2020
4. //Programming Challenge WAR, pg 405
5. //
6. //This program is called “WAR!”
7. Main Module
8. Declare PlayerOne, PlayerTwo, FirstNumber, SecondNumber as integer
9. Declare NameOne, NameTwo as string
10. Call Initialize
11. Call InputProcess Module
12. Call Winner Module
13. End Main Program
14. // Initialize the variables
15. Initialize
16. Set PlayerOne = 0
17. Set PlayerTwo = 0
18. Set FirstNumber = 0
19. Set SecondNumber = 0
20. End Initialize
21. //
22. Input/Process Module
23. Write “Welcome to WAR! Before we begin the card game, let’s get your names first.”
24. Write “Player One, please enter your name.”
25. Input NameOne
26. Write “Thank you “ + NameOne + “, Player Two, enter your name.”
27. Input NameTwo
28. Write “Thank you “ + NameTwo + “. Lets begin.”
29. Write””
30. Write””
31. While (PlayerOne <= 10 And PlayerTwo <= 10)
32. Set FirstNumber = Floor(Random\*13) + 1
33. Set SecondNumber = Floor(Random\*13) + 1
34. Write “” + NameOne + “ has a card value of “ + FirstNumber + “.”
35. Write “” + NameTwo + “ has a card value of “ + SecondNumber + “.”
36. Write “”
37. Write””
38. If FirstNumber > SecondNumber Then
39. Set PlayerOne = PlayerOne + 1
40. Write “” + NameOne + “ wins the hand!”
41. //
42. If FirstNumber < SecondNumber Then
43. Set PlayerTwo = PlayerTwo + 1
44. Write “” + NameTwo + “ wins the hand!”
45. //
46. Else
47. Write “This round is a draw.”
48. End If
49. End If
50. End While
51. End InputProcess Module
52. //
53. Winner Module
54. Write””
55. Write””
56. If PlayerOne >= 10 Then
57. Write “” + NameOne + “ has won ten rounds of WAR. Congratulations!”
58. If PlayerTwo >= 10 Then
59. Write “” + NameTwo + “ has won ten rounds of WAR. Congratulations!”
60. End If
61. End If
62. Write “Thank you both for playing WAR!”
63. Write “Play again soon!”
64. End Winner Module