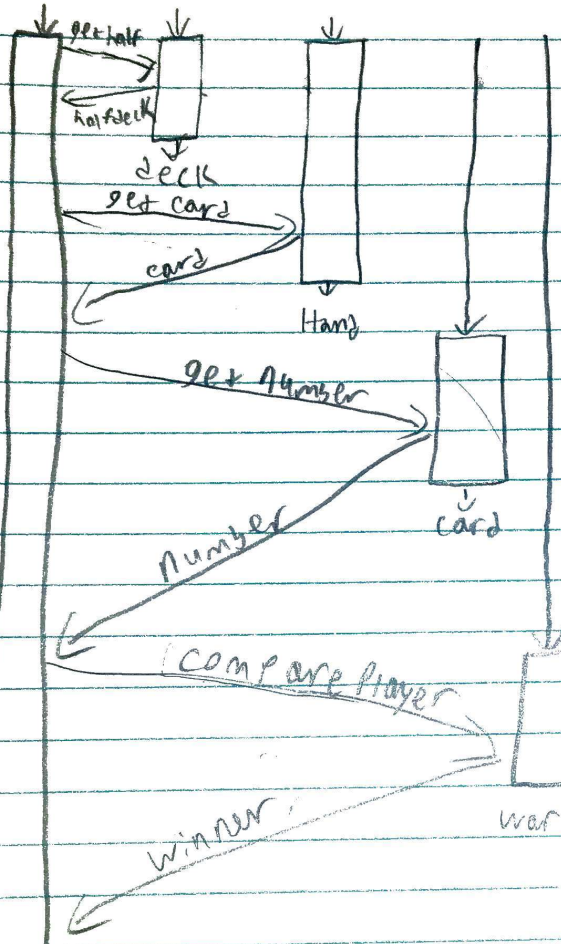
UML interaction diagram




```
war
If (P1 > P2) {
  P1C++; }

if (P2 > P1) {
  P2C++; }

if (P1 == P2) {
  wardog(P1, P2); }
```