# Lab 2D – Modified War 100 points

Modify the BlackJackDeck Class to play a new game called Modified War.

The new class should be called ModifiedWarHand.py. This class will be the instantiation of a hand of cards held by each player in the game. We will still use the original Card class

The new class will add a parameter that is its list of cards.

The deck should have the following attributes:

hand\_list

discard\_pile

The deck needs the following methods:

* \_\_str\_\_ dunder method that prints the deck (used for testing purposes)
* \_\_len\_\_ dunder method that prints the length of deck
* a shuffle method – will not be called in the constructor
* a play method – this can be the same as the draw method from the BlackJackDeck.
* An add\_to\_discard\_pile method that adds a list of cards to the discard\_pile.
* A method to print the cards in the discard pile – already written in the BlackJackDeck class
* An endit method that returns true as long as a player has cards and false when they are out.

The runner file should play the game until a winner is reached. The only output needed for this will be the player that won and the number of turns it took to win the game. The game is played as follows:

*Each player plays a card and the one with the higher total takes the cards and puts them into their discard pile. If there is a tie then each player plays a card until there is not a tie and winner takes all. If a player cannot play a card because they are out of cards, they loose the game.*