```
Include
CardEntities
         deck;
         player;
Globals
Start
{
        var a;
var b;
         a = \$deck;
        b = $player;
         <<a==b;
         <<a!=b;
         <<a==a;
        <<a!=a;
<<a==Null;
         <<a!=Null
         <<Null==a;
        <<Null!=a;
}
Play
WinCondition
        return ;
```