

```
Include
{
    "stdlib/stdlib.cgl";
}

CardEntities
{
    deck;
    player1;
    player2;
    player3;
    player4;
}

Globals
{
}

Start
{
    var i;
    var r;

    // use a list for convenience
    var playerlist;
    playerlist = [$player1, $player2, $player3, $player4];

    i = 0;

    while (i < 52) {
        r = ~4;
        << r;
        playerlist[r] <- $deck[0];
        i++;
    }

    // print out each player's cards

    i = 0;
    << "player 1:";
    while (i < |$player1|) {
        << $player1[i];

        i++;
    }

    i = 0;
    << "player 2:";
    while (i < |$player2|) {
        << $player2[i];

        i++;
    }

    i = 0;
    << "player 3:";
    while (i < |$player3|) {
        << $player3[i];

        i++;
    }

    i = 0;
    << "player 4:";
    while (i < |$player4|) {
        << $player4[i];

        i++;
    }
}
```

```

        i = 0;
        << "What's left in the deck?";
        if (|$deck| == 0) {
            << "Nothing! Cool!";
        } else {
            while (i < |$deck|) {
                << $deck[i];

                i++;
            }
        }
    }

Play
{
}

WinCondition
{
    if (|$player1| > |$player2| && |$player1| > |$player3| && |$player1| > |$player4|) {
        return [$player1];
    } else {
        if (|$player2| > |$player1| && |$player2| > |$player3| && |$player2| > |$player4|) {
            return [$player2];
        } else {
            if (|$player3| > |$player1| && |$player3| > |$player2| && |$player3| > |$player4|) {
                return [$player3];
            } else {
                if (|$player4| > |$player1| && |$player4| > |$player2| && |$player4| > |$player3|) {
                    return [$player4];
                } else {
                    return [];
                }
            }
        }
    }
}

```