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import java.util.ArrayList;
import java.util.*;
import java.util.Random;

class Card{
    //String[] value = {"2", "3","4","5","6","7","8", "9","10", "Jack", "Queen",
    "King","Ace"};
    String[] value = {"2", "3","4","5","6","7","8", "9","10", "11", "12", "13","14"};
    String[] name={"Spades", "Hearts", "Diamonds", "Clubs"};
    // describe all cards
    public void describe(){
        for(int i=0;i<value.length;i++){
            for(int j=0;j<name.length;j++){
                System.out.println(name[j]+" "+value[i]);
                System.out.println();
            }
        }
    }
}

class Deck extends Card{
    List<String> cards = new ArrayList<String>();
    // Add Cards in list
    public void display(){
        for(int i=0;i<name.length;i++){
            for(int j=0;j<value.length;j++){
                cards.add(name[i]+" "+value[j]);
            }
        }
        System.out.println(cards);
        System.out.println();
    }
    //shuffle cards
    public void shuffle(){
        Collections.shuffle(cards);
        System.out.println(cards);
        System.out.println();
    }
}

class Player extends Deck{

    List<String> player1cards = new ArrayList<String>();
    List<String> player2cards = new ArrayList<String>();

    int player1Score=0;
    int player2Score=0;

    String player1Name = "Ujjval";
    String player2Name = "AJ";

    public void cardInitilize(){

        for (int i=0;i<cards.size();i+=2){
            player1cards.add(cards.get(i));
        }
    }
}

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        for (int i=1;i<cards.size();i+=2){
            player2cards.add(cards.get(i));
        }
    }

    public void describePayersInfo(){
        System.out.println("Player 1 name is "+player1Name);
        System.out.println("Player 2 name is "+player2Name);
        System.out.println();
        System.out.println("Player1 cards is "+player1cards);
        System.out.println("Player2 cards is "+player2cards);
        System.out.println();
    }

    public void flip(){
        int i=0;
        int num =26;
        while(i<26){
            // i want players to get random selections of cards so we adding this random()
            here

            int player1RandomNum=((int) (Math.random() * num));
            int player2RandomNum=((int) (Math.random() * num));

            // or we can try with scanner as describe below if we need input from
            players.

            // Scanner p1 = new Scanner(System.in);
            // System.out.println("Player 1");
            // System.out.println(" Enter any number from 0 to" +num);
            //
            // int player1RandomNum = p1.nextInt();
            // if (player1RandomNum >= 0 && player1RandomNum < num) {
            // System.out.println(player1RandomNum);
            // } else {
            // System.out.println("Enter valid number");
            // }

            // Scanner p2 = new Scanner(System.in);
            // System.out.println("Player 2");
            // System.out.println(" Enter any number from 0 to" +num);

            // int player2RandomNum = p2.nextInt();
            // System.out.println(player2RandomNum);

            System.out.println(player1Name+"'s card is"+"
"+player1cards.get(player1RandomNum));
            System.out.println(player2Name+"'s card is"+"
"+player2cards.get(player2RandomNum));
            System.out.println();

            String player1Card_data=player1cards.get(player1RandomNum);
            String[] player1CardInfo = player1Card_data.split(" ");

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        int player1CardValue=Integer.parseInt(player1CardInfo[1]);

        String player2Card_data=player2cards.get(player2RandomNum);
        String[] player2CardInfo = player2Card_data.split(" ");
        int player2CardValue=Integer.parseInt(player2CardInfo[1]);

        //compare the card value and give the score
        if(player1CardValue>player2CardValue){
            player1Score+=1;
            System.out.println(player1Name+" is winner & Score:" +player1Score);
            System.out.println();
        }
        else if(player1CardValue<player2CardValue){
            player2Score+=1;
            System.out.println(player2Name+" is winner & Score:" +player2Score);
            System.out.println();
        }
        else{
            System.out.println("draw");
            System.out.println();
        }

        player1cards.remove(player1RandomNum);
        player2cards.remove(player2RandomNum);
        i++;
        num--;
    }

    System.out.println(player1Name +"Final Score is --" + player1Score);
    System.out.println(player2Name + "Final Score is --" + player2Score);
    System.out.println();
    System.out.println("*****");

    if(player1Score>player2Score){
        System.out.println(player1Name+" is winner");
    }
    else if(player1Score<player2Score){
        System.out.println(player2Name+" is winner");
    }
    else{
        System.out.println("It's draw");
    }
    System.out.println("*****");
}

}

public class main {
    public static void main(String[] args) {
        //classname objname = new classname();
        Player myPlayers = new Player();
        myPlayers.describe();
        myPlayers.display();
        myPlayers.shuffle();
        myPlayers.cardInitilize();
    }
}

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myPlayers.describePayersInfo();  
myPlayers.flip();  
  
}  
}
```

Spades 2
Hearts 2
Diamonds 2
Clubs 2
Spades 3
Hearts 3
Diamonds 3
Clubs 3
Spades 4
Hearts 4
Diamonds 4
Clubs 4
Spades 5
Hearts 5
Diamonds 5
Clubs 5
Spades 6
Hearts 6
Diamonds 6
Clubs 6
Spades 7
Hearts 7
Diamonds 7
Clubs 7
Spades 8
Hearts 8
Diamonds 8
Clubs 8
Spades 9
Hearts 9
Diamonds 9
Clubs 9
Spades 10
Hearts 10
Diamonds 10
Clubs 10
Spades 11
Hearts 11

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Spades 12
Hearts 12
Diamonds 12
Clubs 12
Spades 13
Hearts 13
Diamonds 13
Clubs 13
Spades 14
Hearts 14
Diamonds 14
Clubs 14
[Spades 2, Spades 3, Spades 4, Spades 5, Spades 6, Spades 7, Spades 8, Spades 9, Spades 10, Spades 11, Spades 12, Spades 13, Spades 14, Hearts 2, Hearts 3, Hearts 4, Hearts 5, Hear
[Hearts 3, Clubs 4, Hearts 5, Diamonds 3, Clubs 2, Spades 12, Spades 3, Spades 9, Spades 8, Diamonds 7, Hearts 4, Hearts 14, Hearts 7, Clubs 12, Diamonds 4, Diamonds 11, Spades 14,
Player 1 name is Ujjval
Player 2 name is AJ
Player1 cards is [Hearts 3, Hearts 5, Clubs 2, Spades 3, Spades 8, Hearts 4, Hearts 7, Diamonds 4, Spades 14, Hearts 12, Clubs 13, Clubs 9, Diamonds 10, Clubs 3, Diamonds 9, Clubs
Player1 cards is [Clubs 4, Diamonds 3, Spades 12, Spades 9, Diamonds 7, Hearts 14, Clubs 12, Diamonds 11, Diamonds 14, Spades 11, Hearts 8, Spades 10, Hearts 9, Clubs 6, Spades 2,
Ujjval's card is Spades 8
AJ's card is Hearts 9
AJ is winner & Score:1
Ujjval's card is Clubs 7
AJ's card is Clubs 10
AJ is winner & Score:2
Ujjval's card is Hearts 6
AJ's card is Clubs 5
Ujjval is winner & Score:1

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Ujjval's card is Spades 3
AJ's card is Clubs 6

AJ is winner & Score:12

Ujjval's card is Hearts 7
AJ's card is Diamonds 2

Ujjval is winner & Score:9

Ujjval's card is Spades 14
AJ's card is Diamonds 3

Ujjval is winner & Score:10

Ujjval's card is Diamonds 13
AJ's card is Spades 7

Ujjval is winner & Score:11

Ujjval's card is Hearts 3
AJ's card is Spades 6

AJ is winner & Score:13

Ujjval's card is Diamonds 10
AJ's card is Diamonds 14

AJ is winner & Score:14

UjjvalFinal Score is --11
AJFinal Score is --14

AJ is winner
