Assignment #6 – More Games: War
Due: Friday, 12/02/11, 5:00pm

(100 pts) You will write your last program for this class\(^{2}\). Part of this assignment is to teach good design and OOP, but this will be done by learning from your mistakes, depending on your design and approach to the problem. Therefore, I’m not going to give you any instruction on how to design or implement this program, other than the rules for play the card game, War. You have the choice of adding the game War to your PlayGames client from Assignment #5 or separate the games.

You will implement a program that plays the card game War between two players. ***As a review, each card has a number and a suit and a deck has 52 cards.*** Prompt the user to begin the game. At the end of each game, prompt the user to exit or to play again.

**Rules of the Game:**
Deal out all the cards, so that each player has 26. Players do not look at their cards, but keep them in a packet face down. The object of the game is to win all the cards.

Both players now turn their top card face up and put them on the table. Whoever turned the higher card takes both cards and adds them (face down) to the bottom of their packet. Face cards have these values: Jack = 11 Queen = 12 King = 13 and Ace = 14. Then both players turn up their next card and so on. ***You will want to output to the screen the number of cards each player has remaining.***

If the turned up cards are equal there is a **war**. The tied cards stay on the table and both players play the next card of their pile face down and then another card face-up. Whoever has the higher of the new face-up cards wins the war and adds all six cards face-down to the bottom of their packet. If the new face-up cards are equal as well, the war continues: each player puts another card face-down and one face-up. The war goes on like this as long as the face-up cards continue to be equal. As soon as they are different the player of the higher card wins all the cards in the war.

The game continues until one player has all the cards and wins. This can take a long time! What happens if you don’t have enough cards to play war…
- If you don't have enough cards to complete the war, you lose! Example: Players A and B both play sevens, so there is a war. Each player plays a card face down, but this is player B’s last card. Player A wins.

**For full credit:**
- Make sure that you include proper spacing in your program!
- Make sure that you include a program and method headers in your program!
  //Author: Your Name
  //Date:
  //Description:

Electronically submit your java program by the assignment due date, using TEACH.