Homework 5 - Due Friday, March 5
(at 5:00pm)

War.C: War is a classic children's card game. In War, each player gets half the deck of cards. The two players then battle until one player runs out of cards. Each "battle" has both players turn over one card. The higher value wins, and that player gets both cards from the battle. These are added to the bottom of that player's pile. In case of a tie, both players place three more cards into the pool, and then turn over one card. Again, the highest card wins, and this time the winner gets the original pair, the six cards added, plus the final two. If those two tie, the process is repeated until someone has won. Anytime a player runs out of cards they lose immediately.

You are to implement War, allowing the user to play against the computer. First, write a QueueOfCards class that implements a queue of Cards. Use the Card class we have already built. The player and computer should each get a queue of Cards, and play cards from the front of the queue, while putting cards won in battle at the back of the queue.

It may be helpful to have a third queue for the "pool" of cards waiting to be won during a long battle.

Notice that this game is sort of silly, because the player actually has no choices while playing the game.

You can count Aces as low, with Kings then being the highest card value.

There is a working version in `~bryan/cs220/bin/War`