Programming Exercise 12.3

The Game Of War, v.4.0

Purpose. Learn about objects.

In this exercise, a playing card is to be represented as an object, instead of using two separate variables to track suit and value.

Requirements. Rewrite your `war3.cpp` from Exercise 7.7 as **`war4.cpp`**. Modify the program to add an object specification named `PlayingCard`, with two whole number data members named `suit` and `value`. Rewrite the program so that it uses two PlayingCard objects, one for the human player and one for the computer player, instead of the 4 whole number variables used to track suits and values.

Further modify the program to simplify main by moving code blocks into functions. Write a void function to take a PlayingCard object as a parameter, and output its value and suit, like this: `Jack of Clubs`.

Write a value-returning function named getYesOrNo, to prompt the user for the "Continue? [Y/N]" input. It needs no parameters. It should include the validation loop, moved into it from main. It can return either an `int`, `char,` or `bool` -- your choice.

Program I/O. *Same as Exercise 7.7*

Example, with user input in blue:

```
Computer's card is a 2 of Diamonds
Human's card is a 8 of Hearts
--<< Human wins! >>--
Computer wins: 0, Human wins: 1
Continue? [Y/N] y

Computer's card is a 2 of Spades
Human's card is a Ace of Hearts
--<< Human wins! >>--
Computer wins: 0, Human wins: 2
Continue? [Y/N] y

Computer's card is a Queen of Diamonds
Human's card is a 7 of Diamonds
--<< Computer wins! >>--
Computer wins: 1, Human wins: 2
Continue? [Y/N] Q
Continue? [Y/N] n
```