

Programming Exercise 7.6

The Game Of War, v.2.0

Purpose. Write a simple program from scratch that uses if-logic and loops. The game is played between the computer and a human player.

Requirements. Rewrite your `war1.cpp` from exercise 6.8 as `war2.cpp`. Modify the program to allow replay in the event of a tie. Note that ties are rare -- there's only a 1 in 13 chance of a tie. But your program should detect a tie and replay the game by drawing two more cards -- one for the computer player and one for the human player -- until there is a winner.

Supplemental. Read about “randomizing” in www.rdb3.com/cpp/exercises/Gaming.supplemental.pdf.

Program I/O. Input: none. Output: the computer and human card selections, and the result (winner or tie), repeating until there is a winner.

Example.

```
Computer's card is a 4 of Diamonds
Human's card is a 4 of Clubs
It's a tie.
```

```
Computer's card is a King of Spades
Human's card is a Ace of Clubs
Human wins!
```