

# Programming Exercise 7.6

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## 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.java` from exercise 6.8 as `War2.java`. 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/java/exercises/Gaming.supplemental.pdf](http://www.rdb3.com/java/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!
```