Programming Exercise 7.7

The Game Of War, v.3.0

Purpose. Learn about and use nested loops. The game is played between the computer and a human player.

Requirements. Rewrite your `war2.cpp` from exercise 7.6 as **`war3.cpp`**. Modify the program to allow replay in *any* event -- win, lose, or tie. Your program should present the result as in v.2.0, and then prompt the user if they want to continue playing or not. Break from the outer replay loop if the user chooses to quit playing.

Add a validation loop so that the user must answer the prompt to play again with a y or Y, or a n or N.

Add score-keeping to the game to track the numbers of computer wins and human wins -- do not count ties. Output the numbers of computer wins and human wins after each play.

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

Program I/O. <u>Input</u>: prompt user to continue or not. <u>Output</u>: the computer and human card selections, and the result (winner or tie), repeating until there is a winner, with the win totals.

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] x
Continue? [Y/N] 100
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
```