```
int na1, na2, na3, nb1,nb2, nb3, ta1,ta2, ta3, tb1, tb2, tb3,s1, s2, player=1;
na1=(int)(Math.random()*13)+2;
na2=(int)(Math.random()*13)+2;
…
ta1=(int)(Math.random()*4);
ta2=(int)(Math.random()*4);
…
System.out.println("\t\t\t\tWelcome to Card Game");
System.out.println("Player 1 Cards:");
System.out.print("\t");
if(na1>=2 && na1<=10)
      System.out.print(na1+" of ");
else if(na1==11)
      System.out.print("J of ");
else if(na1==12)
      System.out.print("Q of ");
else if(na1==13)
      System.out.print("K of ");
else
      System.out.print("A of ");
if(ta1==0)
      System.out.println("Diamond");
else if(ta1==1)
      System.out.println("Heart");
else if(ta1==2)
      System.out.println("Club");
else
      System.out.println("Spade");
```
...repeat for other 2 cards
//Second player
```
System.out.println("Player 2 Cards:");
System.out.print("\t");
if(na1>=2 && na1<=10)
      System.out.print(na1+" of ");
```
...repeat same code as of player 1
//Rule 1
```
if (ta1==ta2 && ta2==ta3 && tb1==tb2 && tb2==tb3){
      if (na1+na2+na3<nb1+nb2+nb3)
            player=2;
}//Rule 2
else if (tb1==tb2 && tb2==tb3)
      player=2;
```
//Rule 3
```
else if ((ta1==ta2 || ta2==ta3 || ta1==ta3) && (tb1==tb2 || tb2==tb3 || tb1==tb3))
{
      if (ta1==ta2)          s1=na1+na2;
      else if (ta1==ta3)     s1=na1+na3;
      else                   s1=na2+na3;
      if (tb1==tb2)          s2=nb1+nb2;
```

```
        else if (tb1==tb3)        s2=nb1+nb3;
        else                      s2=nb2+nb3;
        if (s1<s2)
                player=2;
}//Rule 4
else if (tb1==tb2 || tb2==tb3 || tb1==tb3)
        player=2;
else{//Rule 5
        s1=na1+na2+na3;
        s2=nb1+nb2+nb3;
        if (s1<s2)
                player=2;
}
System.out.println("\n\t\t\t Player "+player+" Win");
```