Initialize counters
 Play game

- Get user input
 Process input
- 3. Repeat

- **Handle Score**
- 1. Print p wins
- 2. Print c wins
- 3. Print p score
- 4. Print c score

- **Handle Exit**
- Print 'bye'
 Exit

Handle Play

- 1. Draw p card
- 2. Draw c card
- 3. Compare cards

Handle other

- 1. Print 'invalid'
- 2. Go to level 0

p card == c card

- 1. Print 'we tied'
- 2. Print p card name
- 3. Print c card name
- 4. Go to Handle Play

p card > c card

- 1. p wins += 1
- 2. p score += (p card + c card)
- 3. Print 'you win'
- 4. Print p card name
- 5. Print c card name
- 6. Go to level 0

p card < c card

- 1. c wins += 1
- 2. c score += (p card + c card)
- 3. Print 'I win'
- 4. Print p card name
- 5. Print c card name
- 6. Go to level 0

Get card name

- 1. if card is 10: then '10'
- 2. else: lookup character in array [0A234567890JQK]