**AP Comp Sci OOP - Extend Card to make 21 Card Lab Value - 4**

**Lab Goal :** This lab was designed to teach you more object oriented programming and start you

down the path of creating larger programs and games like BlackJack and Elevens [ one of the new AP CS A Labs ]. You will extend the Card class you made in lab 18-2 and make a 21 card. 21 cards follow the rules of BlackJack.

**Lab Description :** You need to design by creating a new BlackJackCard that extends Card. BlackJackCard will add in an instance variable to store the value. A get method for value will be created that will return the numeric value of the card based on the rules of BlackJack. Aces will be worth 11 for now. All cards > 10 – Jack, Queen, and King are all worth 10. All other cards are face value.



//TwentyOneCard extends Card

//add in an instance variable for value

//create a constructor that receives a suit and a face

//make a getValue() method that returns the worth of the card

//based on the rules of BlackJack

//Ace is worth 11 for now

//Jack, Queen, and King are all worth 10

//all other cards are face value

//make a toString method

**Files Needed ::**

**Card.java**

**TwentyOneCard.java**

**CardRunner.java**



( CardRunner.java )  
**Sample Output**

SPADES

9

ACE of DIAMONDS

THREE of DIAMONDS

FOUR of CLUBS

ACE of SPADES 11

KING of HEARTS 10

JACK of HEARTS 10

QUEEN of CLUBS 10