

Part 2**Create more methods for the MyArrayList class**

Create a method called **isAllGuessed()** that returns true if all Cards stored in the list was correctly Guessed. (5)

Write another method called **isFull()** that returns true if the list is full. (2)

Alter the MyArrayList class so that the Max length of the array is 4.

Create a test program

The test program creates 4 array lists. Make use of the random function and place 8 (matching/pairs of) different int values in the four lists. Remember the objective of the game is to find matching pairs so you must make sure that each value you enter has another matching value. (10)

Test the methods created and the working of the placement of the default values. (3)

Part 3 will be explained in the next assignment.

Below are screenshots of the game after the final Part 3 has been completed.

```
[ , , , ]
[ , , , ]
[ , , , ]
[ , , , ]
Enter first value row number:
0
Enter first value Column number:
0
[5, , , ]
[ , , , ]
[ , , , ]
[ , , , ]
Enter second value row number:
1
Enter second value Column number:
1
[5, , , ]
[ , 8, , ]
[ , , , ]
[ , , , ]
Oeps!!

Enter first value row number:
0
Enter first value Column number:
1
[ , 6, , ]
[ , , , ]
[ , , , ]
[ , , , ]
Enter second value row number:
1
Enter second value Column number:
0
[ , 6, , ]
[6, , , ]
[ , , , ]
[ , , , ]
Good Guess!!
Enter first value row number:
0
Enter first value Column number:
2
[ , 6, 2, ]
[6, , , ]
[ , , , ]
[ , , , ]
Enter second value row number:
1
Enter second value Column number:
2
[ , 6, 2, ]
[6, , 5, ]
[ , , , ]
[ , , , ]
Oeps!!
Enter first value row number:
```