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Program It 20.4

1. Explain in your own words the relationship between a deck and a card.
   1. A card is an object, which is created by the deck class. In context, a deck will contain 52 individual card objects, each with parameters such as suit and rank.
2. Consider the deck initialized with the statements below. How many cards does the deck contain? String[] ranks = {"jack", "queen", "king"}; String[] suits = {"blue", "red"}; int[] pointValues = {11, 12, 13}; Deck d = new Deck(ranks, suits, pointValues);
   1. 6, As there is a red and blue version, of each Jack, Queen, King.
3. The game of Twenty-One is played with a deck of 52 cards. Ranks run from ace (highest) down to 2 (lowest). Suits are spades, hearts, diamonds, and clubs as in many other games. A face card has point value 10; an ace has point value 11; point values for 2, …, 10 are 2, …, 10, respectively. Specify the contents of the ranks, suits, and pointValues arrays so that the statement Deck d = new Deck(ranks, suits, pointValues); initializes a deck for a Twenty-One game.
   1. String[] ranks = {“2”, “3”, “4”, “5”, “6”, “7”, “8”, “9”, “10”, “Jack”, “Queen”, “King”, “Ace”};
   2. String[] suits = {“Spades”, “Hearts”, “Diamonds”, “Clubs”};
   3. Int[] pointValues = {2, 3, 4, 5, 6, 7, 8, 9, 10, 10, 10, 10, 11};
4. Does the order of elements of the ranks, suits, and pointValues arrays matter?
   1. Yes, because each element is matched / aligned, with a corresponding value. They can reordered, but in the same way (the point values should still line up).