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| newGame() | Starts new game by shuffling and re-dealing |
| size() | Returns size of board |
| isEmpty() | Verifies whether board is empty |
| Deal() | Deal a card at certain position |
| deckSize() | Checks how many cards are on board |
| cardAt() | Accesses card on board |
| replaceSelectedCards() | Replaces the selected cards with new ones from deck, if there are |
| cardIndexes() | Return list with indexes of cards on board |
| toString() | Creates string representation of board |
| gameIsWon() | Checks whether conditions are met to call the game ended and won |
| isLegal() | (in Board) none |
| isLegal() | (in ElevensBoard) It checks whether the selected cards are legally removable, add to 11 or JQK |
| anotherPlayIsPossible() | (in Board) none |
| anotherPlayIsPossible() | (in ElevensBoard) It checks whether any moves can be played |
| dealMyCards() | Deals cards to start game |
| containsPairSum11() | Checks whether selected cards sum to 11 |
| containsJQK() | Checks whether selected cards contain JQK |