**Elevens - FAQ**

**Do the methods** containsPairSum11() **and** containsJQK() **in ElevensBoard check for *legal* moves (e.g. that there are only two cards selected, if summing to 11)?**

No. These methods only check if there are *any* cards at the supplied list of indexes that satisfy these conditions. Determining if a move is legal is handled by the isLegal() method. You will (hopefully) understand why this decision was made later, when you finish the anotherPlayIsPossible() method and make the abstract Board class.

**What is a List?**

See the comment under 6b in the lab document. List is an abstract super-type that ArrayList implements. You can't instantiate a List, but you can use it as a static type (a useful technique when you learn about other types of lists later).

**The GUI won't replace cards that should be valid moves! Is it broken?**

No. You likely have a problem with your isLegal() method. This method relies on containsPairSum11() and containsJQK(), one or both of which are probably the actual source of the issue. Test these methods independently.

**Why am I getting a NullPointerException?**

Are your instance variables initialized in the constructor? Are you sure you're not re-declaring variables in the sub-class that are inherited from the super-class (which will cover up or "hide" super-class variables)?

**What methods in Board should be abstract?**

Only methods that all game variations will have but whose implementations are specific to that game. Methods that won't change for sub-classes, e.g. deal(), should be concrete and inherited as-is.

**Should Board contain an array with the point values for each card? Instance variables can't be overridden...**

It is suggested that you put the point values array in the sub-class(es), and pass the array to Board's constructor to initialize deck. You could also have an *abstract* method in Board int[] getPointValues() that Board could call to retrieve the point values of the cards from sub-class(es).

**Should Board contain the** RANKS **and** SUITS **arrays (the arrays with the information on the playing cards, for the** deck**)?**

Yes. It's assumed that all the games use a standard deck of playing cards. You *could* generalize your solution to work with any types of cards, though that is unnecessary at this point.

**Shouldn't I put the** cards **array (the array that stores the cards on the board, i.e. the cards you see face-up in the GUI) in ElevensBoard? I can't access it from Board if it's private!**

No. Use the public cardAt method to retrieve a card at a particular index from Board.

**Should Board have abstract methods** containsPairSum11 **and** containsJQK**?**

No, these methods are specific *only* to the game of Elevens. Also, these methods should reasonably be private, as they will never be called outside the class; they are used to determine if a particular move is legal.

**When I restart the game, why does number of cards left in the deck go down?**

Re-read step 5 in the lab document (all the way to the last line).

**This lab is hard! I have to draw a lot of conclusions myself.**

That's not a question.