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Activity 10 Exercises

Exercise 1

* **BOARD\_SIZE** change to 10 instead of 9
* Point values of Jack and Queen should be 11 and 12, respectively, instead of 0 and 0
* **isLegal** should be changed:
  + Clause for size of selected cards equal to 2 should invoke a method checking for the a pair summing to 13 instead of 11
  + The clause for size equal to 3 should be changed to size equal to 1, and that should invoke a method checking for that one card being a king (or just checking inline)
* **anotherPlayIsPossible** should be changed to check for the board containing a pair of values summing to 13 or a single king instead of a pair of cards summing to 11 or a Jack, Queen, and King
* **containPairSum11** should be renamed to change 11 to 13, and the mechanics of method should be changed accordingly (check for the sum being 13 instead of 11).
* **containJQK** should be removed
* A new method should be added to check if a selected card is a king (if that is not done inline)
* Comments should be changed to match this new board

Exercise 2

*Completed in ThirteenBoard.java; isKing was made as a new method instead of being inline due to the fact that the check is done more than once.*

Exercise 3

* The **Board** instance **board** should be initialized to a **ThirteenBoard** object instead of an **ElevensBoard** object.
* Comments should be changed to match this new board

Exercise 4

*Completed in ThirteensGUIRunner.java.*

Exercise 5

*Completed.*

Finally beat one of these games!