Shivashriganesh Mahato

Activity 7 Questions

1. To play a game of Elevens, you would need the following items: the current deck, the current cards on the board, the max number of cards on board at a time, card faces, ranks, and values.
2. 1. Start

2. Shuffle the deck

3. Deal 9 cards from the deck faced up and put them on the board

4. Repeat the following until there are no more legal moves or if there are no more cards:

a. The user can remove pairs of cards that total to 11 or triplets of cards that are a Jack, a Queen, and a King

b. Replace the card just removed if possible

5. User is notified of winning or losing game

6. End

1. It appears that all the necessary states and behaviors are present in the class.
2. a. dealMyCards is called whenever a new game is made. So when the class is constructed and within newGame.

b. containsPairSum11 and containsJQK should be called for any instance where legal plays are evaluated. Therefore, it should be called by isLegal and anotherPlayIsPossible.

c. 0 1 3 6 7

d. for (Integer index : cIndexes)

System.out.println(index.toString());

e. anotherPlayIsPossible should return true at first if there are no cards present in the hand. Therefor, this is where cardIndexes should be called beforehand.