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Activity 8 Questions

1. **Similarities**: basic game mechanics (board of cards, must select sets of cards that correspond to a set of combinations, remove those selected sets of cards and replace them with cards from the deck, continue until no cards remain or until there are no more possible combinations), cards used (Ace, 2-10, Jack, Queen, King)

**Differences:** point values, combinations of cards to select, board size, playing behaviors, and odds of winning

1. The instance data of the Board get initialized through a constructor call of the superclass, which is Board, from ElevensBoard. This allows ElevensBoard to initialize the instance data of Board to match the game mechanics of Elevens. The deck, etc. in Board get initialized accordingly.
2. Abstract methods: isLegal, anotherPlayIsPossible. Also, because Board itself is abstract, the constructor is abstract too.

These abstract methods allow the specific game board to implement its own rules and game mechanics to the board. This, on top of the instance data initialization mentioned in question 2 allow each Board child to contain its own properties and mechanics that make up the game. So yes, all the differences are covered.