```
import java.util.ArrayList;

public class    Elevens {

   private Deck deck;
   private Board board;

   /**
    * Constructs a new Elevens object
    */
   public Elevens() {
      deck = new Deck();
      board = new Board();
      initBoard();
   }

   /**
    * Initializes the board with the first 9 cards.
    */
   private void initBoard() {
      for(int r = 0; r < Board.SIZE; r++) {
         for(int c = 0; c < Board.SIZE; c++) {
            board.set(r, c, deck.getNextCard());
         }
      }
   }

   /**
    * Returns true if the game is over, false otherwise
```

```
 */
public boolean isOver() {
    if (deck.size() == 0)
        return true;

    ArrayList<Card> values = board.getAllCards();

    Card jack = new Card(11);
    Card queen = new Card(12);
    Card king = new Card(13);

    if(values.contains(jack) && values.contains(queen) && values.contains(king))
        return false;

    for(Card c : values) {
        if(!c.equals(jack) && !c.equals(queen) && !c.equals(king)) {
            Card match = c.getMatchingCard();

            if (values.contains(match))
                return false;
        }
    }

    return true;
}

/**
 * Returns true if the player won, false otherwise
 */
```

```
    public boolean didWin() {
        return deck.size() == 0;
    }

    /**
     * Processes moves from the user.
     */
    public void processMoves(String[] moves) {
        for(String s : moves) {
            if(deck.size() > 0)
                board.replace(new Card(s), deck.getNextCard());
        }
    }

    /**
     * Returns a string representation of the board
     */
    public String getBoard() {
        return board.toString();
    }
}
```