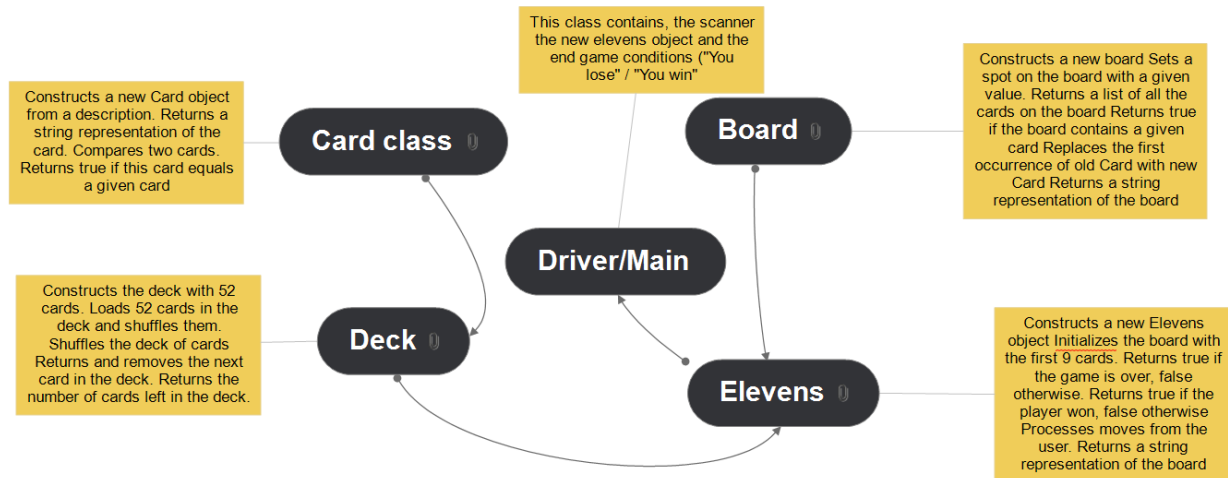


Design Document



Card class

The card class is used to assign the card object from the description of the card, then it also has a string representation for each of the pictured cards, this allows for the integer to be translated into Ace, Jack, Queen and king. The next part of the code, is used to compare two cards to check if the cards are the same, if so it gives a true boolean value, and returns a matching card to the card.

Deck

The deck class is used to construct a full deck, of 52 cards, not only constructing the deck but also filling the deck up with cards, in before shuffling them twice, the last piece of code, returns the number of cards left in the deck.

Board

This is used to construct the board of 3 by 3 to inhabit the cards in, it also sets up a specific spot on the board with a given value. The next part of the code returns a list of all cards on play on the board. After this it returns true if the board contains a given card. After this I have code which replaces the first occurrence of the old card with a new card

Elevens

Inside the Elevens class, my code constructs the elevens object that is comprised of both the deck and the board, before initializing and populating the board with the first 9 cards, the next part of code returns true if the game is over, otherwise it returns false, after this part of the code, it returns true if the player won, and false if they lose as a check before progressing moves, finally the next piece of code returns a string interpretation of the board

Driver

Inside of the driver class, I include the basic scanner for intaking the answers to be sent to the other classes to be processed within them. I include a print statement when initializing to say that you are running Elevens the game, before initializing the board, populating it and then doing the basic checks to see if the game is over whether in the persons favor or not. Inside the code there is a section that checks if the game is over or not, and if it is it doesn't initialize but if it does, then the game should move down a line before then repopulating the section with the new cards as well as printing it out so that the user may see any differences made through the users actions. After the person wins or loses, it prints the final board and the status' of whether they have lost or won.