

17.06 Assignment Instructions

Instructions: Work through Activity 1 and 2 of the Elevens Lab found in this lesson. The files needed and details for completing each item below can be found in the lesson.

After all activities are completed, the following will be completed:

1. Set up the files related to the Elevens Lab project.
2. For Activity 1 Exercises, complete the `Card` class by adding code for the following:
 - constructor with three parameters: two `String` and one integer
 - methods to access the rank, suit, and point value for a card
 - the `matches` method to determine if two cards are equal
 - a `toString` method creating a `String` with the rank, suit, and point value
 - implement code to test three `Card` objects in the `CardTester` class
3. After the Activity 1 Exercises are complete, update the worksheet with your results.
4. For Activity 2 Exercises, complete the `Deck` class by adding code for the following:
 - constructor accepting arrays parameters for ranks, values, and point values
 - an `isEmpty` method that returns true if all cards are dealt
 - a `size` method that returns the number of cards undealt
 - the `deal` method that implements Algorithm 2
 - implement code to test a `Deck` object in the `DeckTester` class
5. After the Activity 2 Exercises are complete, update the worksheet with your results.
6. Complete Activity 2-related questions in the worksheet.

