NOTE Not all instructions were copied here. Read the Student Guide!

Name: _____

Q2   **Write an algorithm** *in pseudocode* **that describes the actions necessary to play the Elevens game.** *I have written the first two lines for you.*

```
Create and shuffle the deck;

Deal nine cards;

Check if the pair or triplet selected is valid;

Replace cards from deck and place selected cards to dealt;

Repeat until no more cards or no available moves;
```

Q3   **Does the ElevensBoard class contain all the state and behavior necessary to play the game?** *It's missing the ability to do something important. What is it?*

It's missing the ability to check whether the move made is legal, if another move is possible, and if the cards selected is an 11s pair or a Jack, Queen, King combo.

Q4

a)   **Where is the `dealMyCards` method called in `ElevensBoard`?** *Which parts of the code call it?*

It's called in the constructor method and the newGame method.

b)   **Which public methods should call the `containsPairSum11` and `containsJQK` methods?**

The anotherPlayIsPossible and isLegal method should call both of them.

c)   **Complete the diagram by filling in the elements of the returned list, and by showing how those values index `cards`.** *Format your answer as [value1, value2, …, valueN].*

[0,1,3,6,7]

d)

```
public static void printCards(ElevensBoard board) {

 List<Integer> cIndexes = board.cardIndexes();

 For (Integer I : cIndexes)

{

    System.out.println(Board.cards[i].toString());



}
```


e)   **Which one of the methods that you identified in question 4b above needs to call the `cardIndexes` method before calling the `containsPairSum11` and `containsJQK` methods? Why?**

anotherPlayIsPossible should call them, since that method has to know which cards are able to be checked/ are present in order to know if another move can be made.