

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

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Q1 Discuss the similarities and differences between *Elevens*, *Thirteens*, and *Tens*.

All three games require cards to play, have sets of cards they must replace in order to continue, win when cards are all replaced. They differ in the rules needed to win, all three have different rules for determining a legal move.

Q2 How do the Board instance variables get initialized with the `ElevensBoard` values? If you can't remember how this gets handled, you may have to look at the source code for a reminder of it works. Remember, `initialization==constructor`.

`ElevensBoard` uses the super method, which initializes Board's instance variables since super calls the class above its constructor method.

Q3 *reworded for clarity:* Does the way the `abstract` methods in the `Board` class are implemented in the `ElevensBoard` class account for all of the differences between the three card games? If not, what additional components of the `ElevensBoard` class make it have different behavior?

`isLegal` and `anotherPlaysPossible` are abstracted methods. The only difference between all three card games are the rules in which a move is allowed and if there are moves available to be made, which the abstracted methods they cover. `ElevensBoard`'s methods differ from the other games in the way it defines its rules with the `containsPairSum11` method and `containsJQK` method.