\*\*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.*

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?