**Elevens Activity 7:**

1. To play a game of Elevens you would need:

* + Cards
  + A space to set the cards on

2. To play the game of Elevens you would need to:

* + Shuffle the deck then lay out nine cards
  + Arrange the cards in two rows, the first row with five cars, the other having four
  + Look for pairs that add up to eleven (e.g. Ace and ten, eight and three, etc.) or find triplet (Jack, Queen, and King)
  + For each pair (or triplet), remove the two (or three) cards from the table, replace them with two (or three) new cards drawn from the deck
  + Continue the previous two steps until you win, or there are no possible pairs on the table

3. The ElevensBoard class does contain all the state and behavior necessary to play Elevens

4.

A. The dealMyCards method is used in:

ElevensBoard

NewGame

B. The public methods that should call the containsPairSum11 and ContainsJQK are:

anotherPlayIsPossible

gameIsWon

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 0 | 1 | null | 3 | null | null | 6 | 7 | null |

C. The returned list is:D.

E. gameIsWon needs to call cardIndexes first because if all indexes are null then it can end the game and consider it won.