

Elevens Lab Rubric

Overall Program

	Yes/No
Name on Folder	yes
Compiles	yes
Select pair 11 and swap	yes
Select jqk and swap	yes
Select 11 +1 and no swap	yes
Select jqk +1 and no swap	yes
Shuffles on restart	yes
Loose is correct	yes
43 cards in restart	yes

Activity 1 Card class

Method	CARD CLASS	Yes/Partial/No
	Name	yes
	Comments	yes
Constructor	Set 3 fields in	yes
Suit	return suit	yes
Rank	return rank	yes
Pointvalue	return pointvalue	yes
Matches	check match	yes
Matches	return t/f	yes
Tostring	concat and return string	yes

Activity 2 Deck class

Method	DECK CLASS	Yes/Partial/No
	Name	yes
	Comments	yes
Constructor	Initialize List	yes
Constructor	Nested loops through rank/suit	yes
Constructor	Build new card	yes
Constructor	Add new card	yes
Constructor	Set size	yes
Constructor	Call shuffle	yes
isEmpty	Check size	yes
isEmpty	Return t/f	yes
Size	Return size	yes
Deal	Check if empty	yes
Deal	Return null if empty	yes
Deal	Decrease size	yes
Deal	Get Card end	yes
Deal	Return card	yes

Activity 3 Shuffler Class

Method	SHUFFLER CLASS	Yes/Partial/No
	Name	yes
	Comments	yes
Perfect	New array & size	yes
Perfect	Var for arr loc	yes
Perfect	Loop 1 st half & x2	yes
Perfect	Fill arr w/ values	yes
Perfect	Loop 2 nd half&x2	yes
Perfect	Fill arr w/values	yes
Efficient	Loop backwards	yes
Efficient	Rand number	yes
Efficient	Temp value	yes
Efficient	Swap values	yes

Activity 4 Shuffle method

Method	DECK CLASS	Yes/Partial/ No
Shuffle	Loop backwards	yes
Shuffle	Rand number	yes
Shuffle	Temp Card	yes
Shuffle	Swap values	yes
Shuffle	Reset size var	yes

Activity 9 Elevens Board

Method	ELEVENSBOARD	Yes/Partial/ No
	Name	yes
	Comments	yes
isLegal	If size 3 – contains JQK	yes
isLegal	If size 2 – contains 11	yes
isLegal	OW false	yes
anotherPlay	List of indexes	yes
anotherPlay	Call pair11 & JQK	yes
PairSum11	Nested loop	yes
PairSum11	Calculate sum pairs	yes
PairSum11	If 11 – true	yes
PairSum11	False outside loop	yes
JQK	Loop through list	yes
JQK	Check for J,Q,Ks	yes
JQK	Returns T/F correct	yes

Score:

Code (out of 65): 65