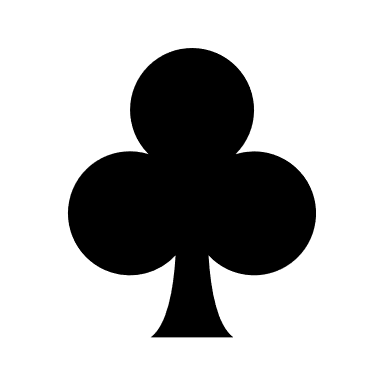
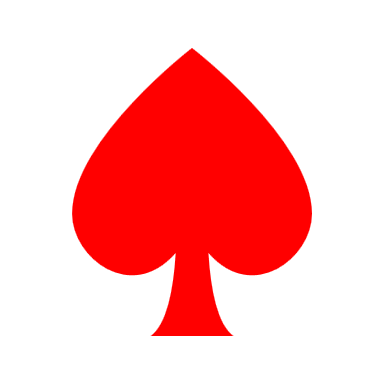
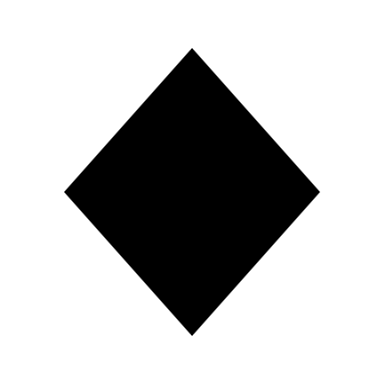
******Make11**

**Design Summary**

The implementation is built around the following 5 classes.

***Card***

Card class represents a playing card in the game make11, we give it predefined attributes such as ranks and suits which is needed for the game to generate a card. The class encapsulates the private rank and suit attributes of a card, making them only accessible through getter methods.

The mentioned getter method **getRank()** and **getSuit()** play a crucial role in generating a card for the user and is utilized by the **Deck** class.

The class also implements a **getRankValue()** method which gets the rank of a specific card, this plays a role in the functionality of the program in comparing a user’s card to the computers card.

***Deck***

Deck class represents a deck of 52 cards which we generate using the **Card** class and its attributes. This class allows us to give the user a set number of cards and return null when the deck is empty. Furthermore, **deckIsEmpty()** returns true when deck returns null which aids the coding workflow.

The **deal()** method plays a particularly important role in make11 allowing the user to receive a random card and allowing them to remove it from the deck of 52 cards.

The **toString()** method is important in displaying a string representation of the randomly generated card to the user, which helps them progress through the game.

**Highscore**

Highscore class provides access to the highscore through getter and increment methods. The class encapsulates the **score** attribute using the *private* modifier.

The mentioned getter method **getScore()** returns the current value of the score attribute.

Alternatively the **increment()** method allows the score to be incremented by 1 when the user scores a point.

**RoundCount**

RoundCount class provides access to the current round through getter and increment methods. The class encapsulates the **count** attribute using the *private* modifier.

The mentioned getter method **getCount()** returns the current round of the game.

Alternatively, the **increment()** method allows the round to be incremented by 1 every round as the user progresses.

***Make11***

Make11 class contains the **main()** method that runs the game and other methods which assist in the runtime of the program.