

1. These games all involve a full deck of cards and a board. Certain functions are use among the three as deal, deckSize, isEmpty, etc. However, a few functions overlap but require different implementations between the games, such as isLegal() and anotherPlayIsPossible(). Finally, there are a few functions that exist purely in one of the games and are not shareable, such as containsJQK().
2. The instance variable is initialized in the Board class. Inside the constructor of ElevensBoard, the values are passed into the constructor of the superclass.
3. They cover all the differences because all of the methods that are exactly shareable between the card games are implemented in the Board class while the overlapping functions that require different implementations (anotherPlayIsPossible and isLegal) are abstract, and thus implemented in the respective board game subclasses.