Elevens Lab Grading Sheet

Additional Resources:

<https://docs.oracle.com/javase/tutorial/java/IandI/override.html>

Exercises

A1:

1. Complete the implementation of the provided Card class. You will be required to complete:
   1. a constructor that takes two String parameters that represent the card’s rank and suit, and an int parameter that represents the point value of the card;
   2. accessor methods for the card’s rank, suit, and point value;
   3. a method to test equality between two card objects; and
   4. the toString method to create a String that contains the rank, suit, and point value of the card object. The string should be in the following format:

rank of suit (point value = pointValue)

1. Once you have completed the Card class, find the CardTester.java file in the Activity1 Starter Code folder. Create three Card objects and test each method for each Card object.

A2:

1. Complete the implementation of the Deck class by coding each of the following:
2. Add code in the main method to create three Deck objects and test each method for each Deck object.

Questions

1. Now think about implementing a class to represent a playing card. What instance variables should it have? What methods should it provide? Discuss your ideas for this Card class with classmates.