Elevens Lab Student Responses Name:

**Activity 1**

Complete the exercises as instructed: complete Card.

**Activity 2**

Complete the exercises as instructed: complete Deck.

Answer the questions below:

1. Each deck has many cards.

2. 6

3. ranks: 2,3,4,5,6,7,8,9,10,Jack,Queen,King,Ace; suits: clubs, spades, hearts, diamonds; pointValues: 2,3,4,5,6,7,8,9,10,10,10,10,11

4. Yes, the ranks need to match with the pointValues. They also determine the order of dealing a non-shuffled deck.

**Activity 3**

Complete the exercises as instructed: u se Shuffler.java.

Answer the questions below:

1. Done

2. Done

3. 0, 1, 1

**Activity 4**

Complete the exercises as instructed: add shuffle.

**Activity 6**

Answer the questions below:

1. 5 6, 6 5

2. Yes, because all the other cards have been paired

3. No.

**Activity 7**

Answer the questions below:

1. A deck, spaces on your desk for putting current cards: deck, spots

2. initialize deck, deal cards to empty spots on board, let user choose cards to match, check if move is valid, check if they have lost/won. If not, fill up empty spaces and go back to “let user choose cards.”

3. Yes

4a. In newGame() and the constructor

4b. isLegal, anotherPlayIsPossible

4c. 0, 1, 3, 6, 7

4d. for (Integer x : cIndexes) { System.out.println(board.cardAt(x)) }

4e. anotherPlayIsPossible, to get all the non-empty cards

**Activity 8**

Answer the questions below:

1. They have the same game mechanics, but just with difference values and methods of pairing

2. Board constructor, super

3. isLegal, anotherPlayIsPossible. Yes, all the abstract methods are the ones that could be different in those games.

**Activity 9**

Complete the exercises as instructed: complete ElevensBoard.

Answer the questions below:

1. It’s a class variable instead

2. It doesn’t matter what the game is, the mechanism is the same

3. No, it doesn’t make sure the full interface of the board is the same