

AP Computer Science Lab 8: Elevens Lab, Activity A1

Elevens Lab: Activity A1, Pages 3–4(Exercises 1–2)

- Read through the Introduction and Exploration sections on page 3.
- Write a complete implementation for the Card class by using the provided code framework in the file `Card.java`
- Specifically, you must implement the following:
 - The `private` instance variables
 - The Card constructor
 - The accessor method `public String suit()`
 - The accessor method `public String rank()`
 - The accessor method `public int pointValue()`
 - The accessor method `public boolean matches(Card otherCard)`
 - The accessor method `public String toString()`
- Write your code in the areas indicated by `// YOUR CODE HERE`.
- On your BlueJ project window, you should see a button labelled `Run Tests`. Press this button to run the `JUnit` tests.
- You should see a `BlueJ: Test Results` window pop up. If everything is correct, you should see a green bar that indicates that your code has passed the `JUnit` tests.
- If your program is incorrect, you will see a red bar. You can click on the method name to get more information about the problem. Otherwise, just click on the `Close` button, and you can go ahead and upload this program to `Web-CAT`.

Submission

- Submit your Java program `Card.java` by uploading it to the `Web-CAT` automated grading platform.