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Ap computer science elevens lab activity 11 answers

This is a completed code for the College Board's AP Java lab Eleven. The eleventh is a card game where 9 cards out of 52 decks are randomly distributed. The goal of the game is to select two cards that make up to 11 or a set of three cards that include a slot, queen and king. Each folder contains one laboratory activity: Activity 1: Map Class. Activity 2: A deck class containing map objects. Action 3: Shuffler class that has methods to shuffle the deck. Activity 4: Application of the mixing method in the deck class. Activity 7: Eleven table class. Action 9: Methods for checking whether selction is legal to add Elevenboard. Action 10: Changed ElevensBoard and ElevensGUIRunner to ThirteenBoard and ThirteensGUIRunner so that the game thirteens can be played. ##Activity 2 Deck and map are separate, but the deck class creates an array list of map objects. 3 Create ranks, suits and pointValues length 52. The ranks include 41s, 4 2-d, 4 3s, up to 4 Aces. The suits include 13 hearts, 13 pots, 13 diamonds and 13 clubs. pointValues contains 4 1's, 4 2's, 4 3's, ..., 16 10's, and 4 11's. Yes, because the nth index of all arrays is part of one card. ##Activity 3 public static string flip() { if (Math.random() > 0.33) { return head; } other { back tails; } } public static boolean arePermutations(int[] a, int[] b){for(int i = 0; i < a.length; i++) {boolean test1 = false; for(int k = 0; k < b.length; k++){if(a[i] == b[k]){test1 = true; } } if (test1){return; } ##Activity 6, because every time it is J, Q and K. Thus, the number of cards left on the board must always be full J, Q and K. This game does not include any strategy, because no pairs of cards that add each other overlap, so there is pure luck based on which cards are each compiled with one replaces a pair. ##Activity 7 1. Create a new game 2. Check that there are at least 9 cards on deck 3. If so, draw nine maps. Otherwise, draw the rest of the cards on the deck. 4. Look for a set of Jack, Queen and King. If it exists, replace the three cards. 5. Look for a set of two cards that will add 11. If it exists, replace these two cards. 6th If something is not replaced by the last probe, then the game is lost. 7. Repeat steps 2-6 until there are no more cards left on the deck or table. 8th The game is won. a. dealMyCards are called newGame() method and constructor when the new ElevensBoard is instantiated. b. anotherPlayIsPossible(), isLegal() c. 0, 1, 3, 6, 7 d. (Integer i: cIndexes) { System.out.println (board.cards[i].toString()); } e. anotherPlayIsPossible() ##Activity 8 These games include a full pack of cards and a board. Certain features are used for three transactions, is empty, etc. However, some features overlap, but require different applications between games, such as isLegal() and anotherPlayIsPossible(). Finally, there are some features that exist purely in one of the games and are not shared, as includes JQK (). The instance variable is reset in the board class. Inside the ElevensBoard constructor, the values are transferred to the superclass constructor. These include all differences, because all the methods that are accurately shared between card games are applied to the board class while overlapping functions that require different implementations (anotherPlayIsPossible and isLegal) are abstract and thus are applied to the respective board game subclasses. ##Activity 9 Size is an instance variable. There is no need to create setters or getter methods in the board class, since the size of the variable is already defined in the subclass. Because removing and replacing cards is uniform regardless of which game is played. Therefore, it can be applied in the board class and it does not have to be an abstract method. isLegal() and anotherPlayIsPossible() would still be called polymorphically. This alternative design may still work, but all methods must be applied separately for each card game table class. In your own words, explain the connection between the deck and the card. A deck is a set of cards. Consider the blanket of initialized statements below. How many cards does the deck contain? String[] ranks = {jack, queen, king}; String[] suits = {blue, red}; int[] pointValues = {11, 12, 13}; Blanket d = new blanket (ranks, suits, pointValues); The size of the built deck is a product lengths ranks & fits, so the answer is 6. The game Twenty-One is played on the deck of 52 cards. The ranks run from ace (highest) to less than 2 (lowest). Suits are pots, hearts, diamonds and clubs like in many other games. The point value of the face card is 10; the ace's point value is 11; point values 2, ..., 10 are 2, ..., 10, respectively. Blanket d = new blanket (ranks, suits, pointValues); initializes 21 games deck. String [] ranks = {2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace}; String [] suits = {pot, hearts, diamonds, clubs}; int [] pointValues = {2, 3, 4, 5, 6, 7, 8, 9, 10, 10, 10, 10, 11}; Is the order of the ranks, suits, and point values of arrays relevant? Suit elements can appear in any order. Rank elements can be reordered because the ranks are not ordered in the eleventh, if the points values elements are similarly reordered. In card games where rank order is important, the sequence of rank variable elements should be in order. Write a static method called flip that simulates flip weighted coin heads or tails every time it is called. A coin is twice as likely to raise heads like tails. Therefore, the flip should return the head about twice as often as it returns the tails. public static String flip() { int r = (int) (Math.random() * 3); if (r < 2) { back heads; } other { back tails; } } Write a static method called arePermutations, which, taking into account two arrays of the same length but without duplicating, returns the value true if one array is another permutation (i.e. arrays differ only when organizing their content). Otherwise, it should return a lie. Two methods (using the help method): public static double-idermutations (int [] a, int [] b) { for (int aValue : a) { // Make sure that each element a is somewhere b. if (! contains (b, aValue)) return false; } return true; } private static boolean contains (int [] b, int key) { for (int bValue : b) { if (bValue == key) { return true; } returns false; } One method of solution: public static double values arePermutations (int [] a, int [] b) { for (int aValue : a) { // Make sure that each element is anywhere b. kaheoleanne found = false; for (int bValue : b) { if (bValue == aValue) { found = true; } } if (! Let's say the original contents of the shuffler .java is {1, 2, 3, 4}. For which random integers a set of effective selections would change values containing {4, 3, 2, 1}? Sequence 0, 1, 1. First 0 switches 4 and 1 producing 4, 2, 3, 1; first 1 switches 2 and 3 producing 4, 3, 2, 1; and the other 1 switches 3 itself. Activity 6 Issues: List of all possible plays by the Board 5♠ 4♥ 2♦ 6♠ A♠ J♥ K♦ 5♣ 2♠ 5♠ with 6♠ make 11. 5♠ with 6♠♠ also 11. If the deck is empty and there are three cards left on the table, do they have to be J, Q and K? Why or why not? The deck and table correspond to three variant relationships before and after each game. - The number of face cards on the deck with the number of face cards on the table is subtracted by 3. - The number of jacks, the number of queens and the number of kings are all equal. - Non-face maps on deck and number of nonface maps on board are uniform. So, if the deck is empty and there are three cards on board, they must all be face cards. Since each face card must be equal, three must be the other JQK. - If there are three facial cards left, there must be three previous facial card plays. If the rest of the cards are not JQK, then the rank of each face card was not played the same many times. That can't happen. - If there are two or one face cards left, we will receive inconsistencies using the same reasoning as in the first case. - If none of the three cards is a face card, you must played an odd number of nonface cards earlier in the game because there are 40 nonface cards in total. That play would have been illegal. Does the game involve any strategy? This means that if more than one play is possible, does it matter which one is chosen? Explain your answer briefly. The game doesn't involve any strategy. If there is a choice between two or more different plays, it does not matter in which order they are played. Action 7 Questions: What topics would you need if you played the game Eleven at your desk (not your computer)? List the private instance variables required for the ElevensBoard class. A deck of cards and a list of cards on the table. ElevensBoard class would need Deck and Card [] such as variables. Write an algorithm that describes the actions needed to play eleven games. The answers may vary. One possible answer is: Shuffle deck; You can use nine cards to get to the other; If there is a possible gear, if there is a pair that makes an amount1, remove the pair; If possible, replace the two removed cards; Otherwise, if the trio containing J, Q, K exist, remove the trio; If possible, replace the three removed cards; If there's no card on the table, you win, or you lose. Now examine the partially applied ElevensBoard .java found in the Activity7 Starter code directory. Does the ElevensBoard class include all the state and behavior required to play the game? In the class ElevensBoard, as written, there are no methods that actually choose to remove maps, only those to check already selected maps. Eleven tables.java three methods of assistance. These assisting methods are private because they are only called ElevensBoard class. a) Where is the dealMyCards method called ElevensBoard? The method, dealMyCards, is called the ElevensBoard constructor and the newGame method. b) What public methods should call containsPairSum11 and include JQK methods? The methods are Legal and anotherPlayIsSable to call containsPairSum11 and includes JQK methods. c) It is important to understand how the cardIndexes method works and how the list that it returns is used. Let's say the maps contain the following elements. Track the completion of the cardIndexes method to determine which list is returned. Fill in the chart below by filling in the elements in the returned list and showing how these values are index maps. Note that the returned list may have fewer than 9 elements. d) Complete the following printCards method to print all items on cards that are indexed to cIndexes. public static printCards(Eleven discs) { List cIndexes = board.cardIndexes(); /* Your code goes here. */ public static printCards (ElevensBoard board) { List < Integer > cIndexes = board.cardIndexes () for (Integer : cIndexes) { int k = kObj.intValue (); System.out.println (board.cardAt (k)) ; } e) Which method you identified in question 4b above must call the cardIndexes method before calling containsPSum11 and includes JQK methods? Why? Method otherPlayIsSS can call the cardIndexes method before calling containsPairSum11 and contains JQK methods. He needs to do this to get indexes of all the cards on the table (non-zero cards) so he can check whether the board contains another pair of cards, that amount of 11 or JQK-triplet. Action 8 Questions: Discuss the similarities and differences between eleven, thirteen and dozens. Similarities: They are all single player games. They're all played with cards on the table. Cards are selected to be removed from one of two rules: card point values are a fixed amount or there is a specific group of face cards. Differences: the number of cards on the table varies. The amounts vary. The specific groups of face cards are different. As previously discussed, all case variables are declared in the board class. But it is an ElevensBoard class that knows the board size and ranks, suits and point values of the cards on the deck. How do i reset the board instance variables to 11th values? What is the exact mechanism? The 11-plate builder provides the board builder with the information necessary to reset the variables of the instance declared in the abstract board class. This is achieved by the following super: super (BOARD_SIZE, RANKS, SUITS, POINT_VALUES); Now examine the files in the Board.java and ElevensBoard.java, found in the Activity8 Starter code directory. Define abstract methods on the .java. Learn how these methods are applied on elevenboard. Do they cover all the differences between eleven, thirteen and ten, as discussed on 1 January 2015? Why or why not? Not. Abstract methods must be applied differently in the Games of the Dozens and Thirteens, and different private methods of assistance are required to perform these tasks. Tasks.

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