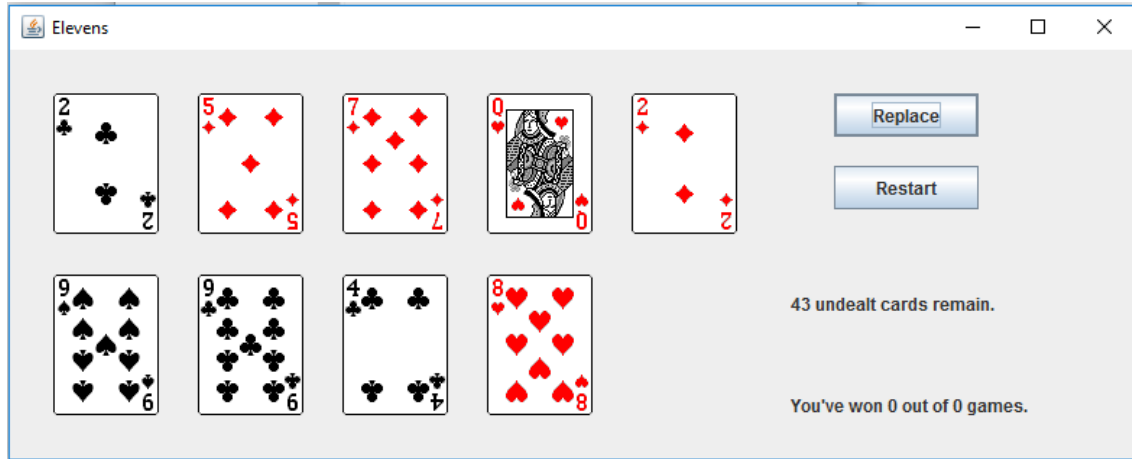# The Game: Elevens

(designed to accompany the AP® Computer Science A Elevens Lab)

- Consider the following GUI game board setup for the game called Elevens:

- Answer the following questions:

1. What parts of this game do you think you already know how to program just by looking at the above picture?
2. What knowledge do you feel like you are missing that restricts you from being able to code this program?

- Rules for the game Elevens:

1. Card Values: Ace – 10 are assigned the values 1-10 while the Jack, Queen, and King do not have point values.
2. Nine cards are dealt from a standard 52-card deck of cards.
3. The player searches for one of the following (when found, they are "picked up" and replaced with new cards)
   a. A pair of cards (2 cards) that add to a total point value of 11 (for example, 2 and a 9)
   b. A 3-card set that contains one Jack, one Queen, and one King.
4. Play continues until one of the following happens:
   a. All Cards are picked up and the deck is empty = PLAYER WINS
   b. There are no other pairs that make eleven and no sets of face cards to pick up = PLAYER LOSES

- Download the Elevens.JAR file (basically an executable file), open it, play the game 10 times, and record results:

Game #1:	Win	Loss		Game #6:	Win	Loss
Game #2:	Win	Loss		Game #7:	Win	Loss
Game #3:	Win	Loss		Game #8:	Win	Loss
Game #4:	Win	Loss		Game #9:	Win	Loss
Game #5:	Win	Loss		Game #10:	Win	Loss

- Now that you better understand the game of Elevens, answer the following questions:

1. Now that you have played the game, what more about the game do you think you could code?
2. Now that you have played the game, what knowledge do you feel you might be missing?
3. Realize, there is no coding for this Lab. This lab was designed to get you comfortable with the game elevens.