**Activity 8: Using an Abstract Board Class**

Read through the pages explaining the abstract Board class then answer the questions below. Activity 8 starter code is on my website.

Questions:
1. Discuss the similarities and differences between Elevens, Thirteens, and Tens.
<span style="color:red">Type your answers in red text please...</span>

2. As discussed previously, all of the instance variables are declared in the Board class. But it is the ElevensBoard class that "knows" the board size, and the ranks, suits, and point values of the cards in the deck. How do the Board instance variables get initialized with the ElevensBoard values? What is the exact mechanism?
<span style="color:red">Type your answers in red text please...</span>

3. Now examine the files Board.java, and ElevensBoard.java, found in the Activity8 Starter Code directory. Identify the abstract methods in Board.java. See how these methods are implemented in ElevensBoard. Do they cover all the differences between Elevens, Thirteens, and Tens as discussed in question 1? Why or why not?
<span style="color:red">Type your answers in red text please...</span>