

```
public static void printCards
(ElevensBoard board) {
```

```
List<Integer> cIndexes =
board.cardIndexes();
```



```
for (Integer i : cIndexes) {
    Card c = board.cardAt(i);
    System.out.println(c);
}
```

automatic  
call to

c.toString()

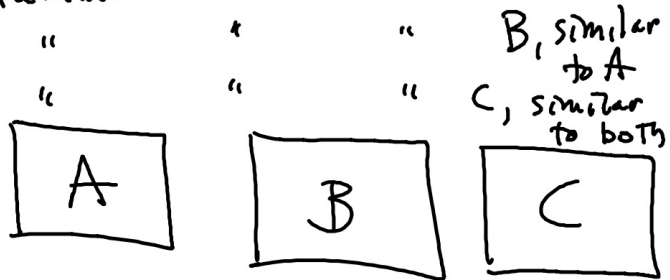
auto-unboxing  
int from  
Integer

## Integer, Double classes

("wrapper" classes)

- auto boxing : convert automatically from primitive (int, double) to object (Integer, Double)
- auto unboxing : convert automatically from object (Integer, Double) to primitive (int, double)

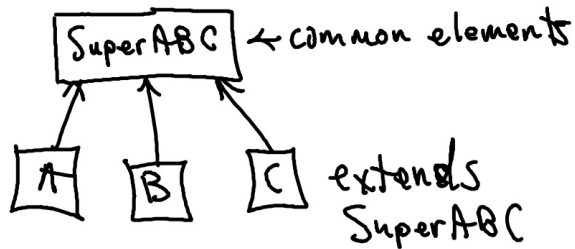
Activity 8: abstract class  
Programmer writes class A



A, B, C have common instance variables (state)

and common behavior (methods)

new design



## Activity 8 (zip)

folder:

ElevenBoard.java subclass  
Board.java superclass

how does this class "make" the Board object