

helper: containsSum11 -  
(private) true if list contains a  
pair whose point values  
sum to 11

containsJQK -  
true if list contains  
J, Q, K

public methods: ① another Play Is Possible  
would call 2 helper  
methods  
(looks @ <sup>Elevens</sup> Board object)

② is Legal - looks @  
selected cards  
will call 2 helper  
methods

will also  
call method  
cardIndexes -  
gives indexes  
of non-null  
cards on the  
board

normal procedure:

write helper methods first.  
(private)

then public methods

```
private boolean containsPairSum(int  
( List < Integer > selectedCards ) {
```

if size of selectedCards List is  
not 2, return false.

first card is at spot:  
selectedCards.get(0)

first card is

cardAt(spot of first card)

first card's pointValue is  
(first card).pointValue()

do same for second card

return true if sum of values is 11,  
false otherwise

```
Card a = selectedCard  
cardAt(selectedCards.get(0));
```

```
Card b = cardAt(selectedCards.get(1));
```

```
int int sum = a.pointValue() +  
b.pointValue();
```

```
return sum == 11;
```