

Test 0: Part 0 Wed (4/1)

topic: Elevens lab

part  $\alpha$ : Activity 1, <sup>page 4</sup> implementation of Card class. I will give you the header of method or constructor, and any additional background info. You write the body of the method or constructor.

part  $\beta$ : Activity 2, pp. 5-6, implementation of Deck class, same guidelines

part  $\gamma$ : Activity 9, pp. 29-30 variations on the four methods. Example:

```
public int sumOdd(List<Card> lst)
{
    // return sum of all point
    // values of Card objects
    // in lst that have odd
    // point values
}
```

Test 0, Part 1, Thu (4/2)

Topic: codingbat.com

variations on simpler methods

in Array-2, AP-1

```

public int bigDiff(int[] nums) {
    int biggest = nums[0];
    int smallest = nums[0];
    for (int i : nums) {
        biggest = Math.max(i, biggest);
        smallest = Math.min(i, smallest);
    }
    return biggest - smallest;
}

```

initialize;  
 biggest  
 smallest  
 for each element:  
 if element > biggest  
 biggest = element  
 if element < smallest  
 smallest = element  
 return biggest - smallest