class Space\_object

private name

private hit\_points

public procedure new (given\_name, given\_hit\_points)

this.name = given\_name

this. hit\_points = given\_hit\_points

end procedure

public procedure set\_name(given\_name)

this.name = given\_name

end procedure

public procedure set\_hit\_points(given\_hit\_points)

this.hit\_points = given\_hit\_points

end procedure

public function get\_name()

return this.name

end function

public function get\_hit\_points()

return this.hit\_points

end function

end class

class Alien\_ship inherits Space\_object

private speed

private damage

private friendly

public procedure new (given\_name, given\_hit\_points, given\_speed, given\_damage, given\_friendly)

super.new(given\_name, given\_hit\_points)

this.speed = given\_speed

this.damage = given\_damage

this.friendly = given\_friendly

end procedure

public procedure set\_speed(given\_speed)

this.speed = given\_speed

end procedure

public procedure set\_damage(given\_damage)

this.damage = given\_damage

end procedure

public procedure set\_friendly(given\_friendly)

this.friendly = given\_friendly

end procedure

public function get\_speed()

return this.speed

end function

public function get\_damage()

return this.damage

end function

public function get\_friendly()

return this.friendly

end function

end class

procedure main(args)

array ships[10]

data = openRead(“ships.txt”)

for i=0 to 9

name = data.readLine()

hp = data.readLine()

speed = data.readLine()

damage = data.readLine()

friendly = data.readLine()

ships[i] = new Alien\_ship(name, hp, speed, damage, friendly)

next i

data.close()

end procedure

procedure find\_ships(ships, speed, damage, friendly)

one\_match = false

for i=0 to 9

matching = ships[i].get\_speed() >= speed AND ships[i].get\_damage() >= damage AND ships[i].get\_friendly() == friendly

if (NOT matching)

next i;

next i