

## OOP's Lab 4

Task 1: Design interface to represent at least two types of RPG characters

Make an interface for all Characters and declare basic stats that every character should have

-Hit Point      -ATK              -DEF              -Mana              -Speed              -Level

Then declare roles by extending from characters and give them special status from their role.

Extend Barbarian      -Hit Point and ATK Bonus              -Less Defense and Mana

Extend Knight              -Hit Point and Defense Bonus              -Less ATK and Speed

Extend Mage              -ATK and Mana Bonus              -Less Defense and Speed

Extend Ranger              -ATK Bonus              -Less Hit Point

Extend Rogue              -ATK and Speed Bonus              -Less Hit Point and Defense

Task 2: Design interface to represent at least two types of accessories

Make an interface for all accessories.

Then declare each type of accessories by extending accessories and declare the status they give.

Extend Headwear      -Hit Point              -Defense

Extend Weapon              -ATK

Extend Clothes              -Hit Point              -Defense              -Speed

Extend Rings              -Defense              -Mana

Extend Boots              -Speed              -Defense