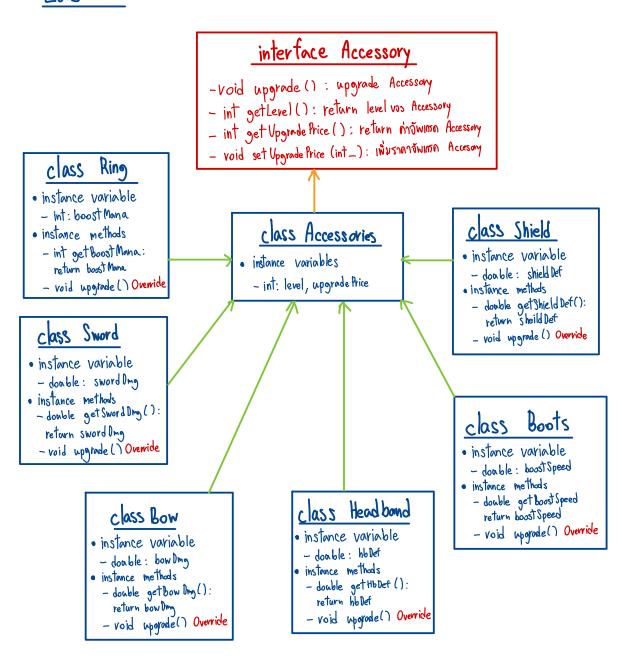
#### Lab 04

#### interface Character - void show Into(): 112000 stat onso - int getMoney(): return money - void set Money (int \_): update money - void attack (Character \_): โจมตั - double getAth(): return ath - void setAth (double \_): update ath \_ void beAttacked (double \_): gn) word - void equip (String \_): 18/1/2 Accessory - double get Def (): return def - void set Def (double\_): update def - void un Equip (String -): ADD Accessory - double get Speed (): return speed - void upgrade (String-): upgrade Accessory - void set Speed (): update speed - boolean is Dead (): เช็ดว่าคู่ตัวจะครนั้นตายแร้อบัง Characters class • instance variables - string: name - int: Tevel, money, hp, maha - donble: ath, def, speed - Ring: ring - boots: boots - boolean[] acc inv Accesory wind 4 class Human class Elf · instance variables · instance variables - Sword: Sword - Bow: bow - Headband: headband - Shield: shield · instance method · instance method - void stealth (): IN speed Frunz -void strength(): เพิ่ม def ช่วงพะ



# default values & formulas

- -level = 1
- money = 500
- -hp = 100
- Mana = 0
- atk = 10
- det = 5
- 2beeg = 10

## · Ring (Human & Elf)

- -boost Moma (base) = 1
- boost Mana += level (Ring)
- upgradefrice \*= 2

## · Sword (Human)

- Sword Dmg (base) = 1
- Sword Dmg #= 1+0.2\* level
- upgrondefice #= 3

#### · Bow (Elf)

- bowling (base) = 1.2
- bow Dmg #= 1+0.1\* level
- upgrondefice #= 3

### · Elf

- -|evel = 1
- money = 500
- -hp = 100
- Mana = 0
- atk = 12
- det = 3
- 2beeq = 10

### · Boots (Human & Elf)

- -boost Speed (base) = 1
- boost Speed \*= 1+0.1 \* level
- upgrade Price #= 2

#### · Shield (Human)

- shield Det (bose) = 1.5
- shield Def #= 1+0.05 \* lavel
- upgrade Price #= 3

### · Headband (Eff)

- hb Def (base) = 1.2
- hbDef \*= 1+0.1 \* leve |
- upgrondefrice #= 3