

# Code Review

In my opinion, there're 5 issues which can improve the code better.

## 1. Use a variable better than raw number

```
protected void receiveDmg(int dmg) {
    if(skillok){
        skillok = false;
        System.out.println("Skill Activated: Enlightenment From The
Future: Barrier DEF +20");
        super.receiveDmg(dmg-20); //What does 20 come from???
    }else super.receiveDmg(dmg);
    if(dmg > 0 && hp != 0){
        mana += 20;
        System.out.println("Special Ability: Revenge Absorption: MANA
+20 when be damaged");
    }
}

public void attack(Character opp){
    super.attack(opp);
    if(opp.hp > 0 && hp != 0){
        System.out.println(name + " uses a magic UMBRACADABRA!!! MANA -20 -
-> ATK +10");
        mana -= 20;
        opp.receiveDmg(atk + 10); //What does 10 come from???
    }
}
```

In some parts of the code, there are some raw numbers that plus with other variables. Declaring the name for them such 'barrierDef' instead of 20 will get better.

## 2. Different Format

```
public abstract class Character { //use to extend sub-class
```

```
public interface Head { //interface of accessories (Head)
    /** 2 methods use to up level armor and check status
    */
    void upHead();
    public void checkHeadStatus();

    /** Use to send information to character class
    */
    String headName();
    int hpAdd();
    int atkAdd();
    int defAdd();
}
```

It's clear that character declares as super-class, but Head declares as interface. It'll be better if declare them the same format (Both should be interfaces or classes)

# Code Review

## 3. Clarity of Classification

```
public void checkHeadStatus() {  
    System.out.println("-----");  
    System.out.println(" " + this.name + "'s Status ");  
    System.out.println("Level: " + this.level);  
    System.out.println("HP Addition: " + this.hpAddition);  
    System.out.println("Attack Bonus: " + this.atkBonus);  
    System.out.println("-----");  
}
```

```
public void checkHeadStatus() {  
    System.out.println("-----");  
    System.out.println(" " + this.name + "'s Status ");  
    System.out.println("Level: " + this.level);  
    System.out.println("HP Addition: " + this.hpAddition);  
    System.out.println("Attack Bonus: " + this.atkBonus);  
    System.out.println("-----");  
}
```

In classes 'Crown' and 'Mask' are different just atk+ and def+. I think that 2 classes are very similar to be the same class. Declaring 'Head' interface should have discriminate class clearly (have different functions and ability just not upgrade the stats)

## 4. Send the value in the interface

```
5. public interface Head {  
    int hpAdd();  
    int atkAdd();  
    int defAdd();  
}
```

I must send the value to the character by these functions from an interface while equipping the armor. I think it would have the better ways to implement these variables.