OOP Lab 6

1) Write a specification for each of the methods you implemented in the last lab.

- void equipAccessories (accessories Accessories) {}

    precondition: must receive accessory name and decide which type are they.

    postcondition: return null.

    side effect: status of character will be changed.

- void updateStatus () {}

    precondition: must receive accessory name.

    postcondition: none.

    side effects: status of character will be added depending on accessory type.

- void PrintStatus () {}

    precondition: none.

    postcondition: none.

    side effects: Terminal will print out status of character.

- double getAtkDmg () {}

    precondition: none.

    postcondition: return damage of the character.

    side effects: none.

- void Attacked (double Dmg) {}

    precondition: must receive number of damages.

    postcondition: return damage dealt after decrease by def to character.

    side effects: none.

- void attack (character "…") {}

    precondition: must receive name of character (target).

    postcondition: none.

    side effects: call function Attacked of targeted character.

- double addDEF () {}

    precondition: none.

    postcondition: return defense of the accessory.

    side effects: none.

- double addDMG () {}

    precondition: none.

    postcondition: return damage of the accessory.

    side effects: none.

- double addHP () {}

    precondition: none.

    postcondition: return HP of the accessory.

    side effects: none.

2) review the code you implemented in the last lab.

- Many functions in enemy, knight and mage are shared.

    (Perhaps there's a way to reduce those.)

- In some function, names of function and variables is very close, maybe

    changed for better understanding.