```
public    interface    skillkey {

         void      normalATK ()
         void      shikai  ()  // skill 1
         void      bankai  ()  //ultimate skill
      }

public    class    warrior    implement    skillkey

      void     normalATK ()
              damage =  5            stamina -= 5         //no-condition
              print (" |  — hit   — | ")
      void    shikai ()
              damage =  7            stamina -= 10        // use normalATK ¿ times
              print (" |   — slash  — | ")
      void    bankai ()
              damage :  20           stamina -= 30        // use normalATK ¿ times  or  use shikai ¿ times
              print ("  ... Bankai!   Getsuga tenshouvvvv ")

public    class    mage     implement    skillkey

      void     normalATK ()
              damage =  2            stamina -= 5         //no-condition
              print (" |  — hit   — | ")
      void    shikai ()
              damage =  15           stamina -= 10        // use normalATK ¿ times
              print (" |   —element ball— | ")
      void    bankai ()
              damage :  30           stamina -= 30        // use normalATK ¿ times  or  use shikai ¿ times
              print ("  ... Bankai!  I   am   Atomic...    ")
```

```java
public    interface    accessories
            int      upDMG ()
            int      upDef ()
            int      upSpeed ()
            int      upStamina ()


public    class    ringOf Magic    implement   accessories
            String    name = " ring   of Magic"
            int     level
            boolean    is Wear
            constructor  ring of Magic ( int  level)    this. level ;    this.is Wear = false ;
            int    upDMG ()            return    2 * level
            int    upDef ()            return      level / 2
            int    upSpeed ()          return       0
            int    up Stamina ()       return      level * 4
            public    void    wear Ring Of Magic (Player  player)
                   if (is Wear = false)
                          if ( player. job. jobname = = " Warrior")     player .player Buff ( upDMG(), upSpeed(), upDef()/2 , upStamina()/2);
                          else if ( player. job. jobname = = "Mage"   )   player .player Buff ( upDMG()*2, upSpeed()/2 , upDef()/3, upstamina() );
                          else   return ;
                   else {  print(" You have   already   worn   this ..._")


public        class     glove Of Warrior     implement    accessories
            String     name = " ring    of Magic"
            int     level
            boolean      is Wear
            constructor   ring of Magic ( int  level)    this. level ;    this.is Wear = false ;
            int     upDMG ()           return    2 * level
            int     upDef ()           return      level / 2
            int     upSpeed ()         return       level : 2
            int     up Stamina ()      return       level * 4
            public    void    wear Ring Of Magic (Player  player)
                   if (is Wear = false)
                          if ( player. job. jobname = = " Warrior")     player .player Buff ( upDMG()*2, upSpeed()*2, upDef(), upstamina()*2);
                          else if ( player. job. jobname = = "Mage"   )   player .player Buff ( upDMG()*2/2, upSpeed()/2 , upDef()   , upstamina() );
                          else   return ;
                   else {  print(" You have   already   worn   this ..._")
```