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| Class:  Alarain |
| private int avgHealing = 50;  private int spec;  public final int HEAL\_GREATER\_THAN\_AVERAGE = 1;  public final int HEAL\_EQUAL\_AVERAGE = 2;  public final int HEAL\_LESS\_THAN\_AVERAGE = 3; |
| public int getHealingAmt(int heal) |

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| Class:  AlarainSimulator |
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| public static void main(String[] args) {  //make instance of Alarain  Alarain Sim1 = new Alarain();  //get user input  int heal = userInput.nextInt();  //call a method to get the recommended spec and store it in *int spec*  int spec = Sim1.getHealingAmt(heal);  //use switch to tell the user Alarain’s recommended spec based off his  //performance, which is the value of *int spec*  } |