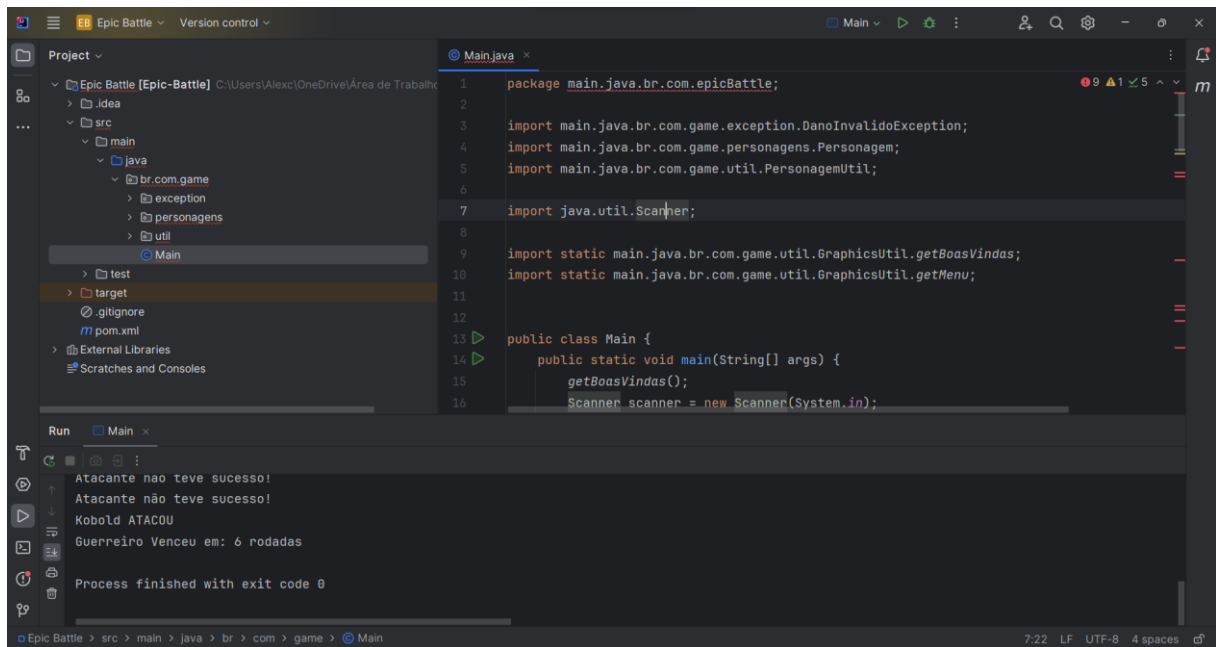
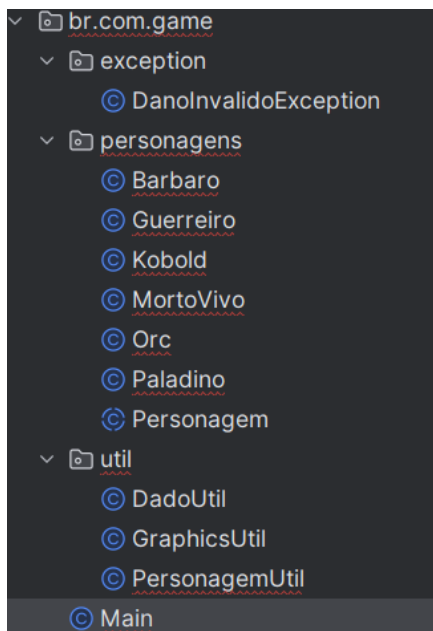


TP1 - Desenvolvimento de Serviços Web e Testes com Java

Projeto rodando no IntelliJ



Hierarquia de Pacotes de classe – 3 Pastas contendo classes nos mesmos



Utilizando o método @Getter do Lombok

```
@Getter
public abstract class Personagem {

    3 usages
    private int pontosDeVida;
    2 usages
    private int pontosDeDefesa;
    2 usages
    private int pontosDeForca;
    1 usage
    private int pontosDeAtaque;
    4 usages
    private int pontosDeAgilidade;
    2 usages
    private String classe;
```

Uso da dependência do Lombok no arquivo pom

```
<dependency>
  <groupId>org.projectlombok</groupId>
  <artifactId>lombok</artifactId>
  <version>1.18.30</version>
  <scope>provided</scope>
</dependency>
```

Goals

Clean

```
✓ Epic-Battle [clean]: At 09/11/2023 15:02 3 sec, 145 ms C:\Development\Tools\JAVA\JAVA_17\jdk-17.0.9\bin\java.exe "-Dmaven.multiModuleProjectDirectory=C:
[INFO] Scanning for projects...
[INFO]
[INFO] -----< br.com.epicBattle:Epic-Battle >-----
[INFO] Building Epic-Battle 1.0-SNAPSHOT
[INFO] from pom.xml
[INFO] -----[ jar ]-----
[INFO]
[INFO] --- clean:3.2.0:clean (default-clean) @ Epic-Battle ---
[INFO] Deleting C:\Users\Alexc\OneDrive\Área de Trabalho\Epic Battle\target
[INFO] -----
[INFO] BUILD SUCCESS
[INFO] -----
[INFO] Total time: 0.380 s
[INFO] Finished at: 2023-11-09T15:02:39-03:00
[INFO] -----

Process finished with exit code 0
```

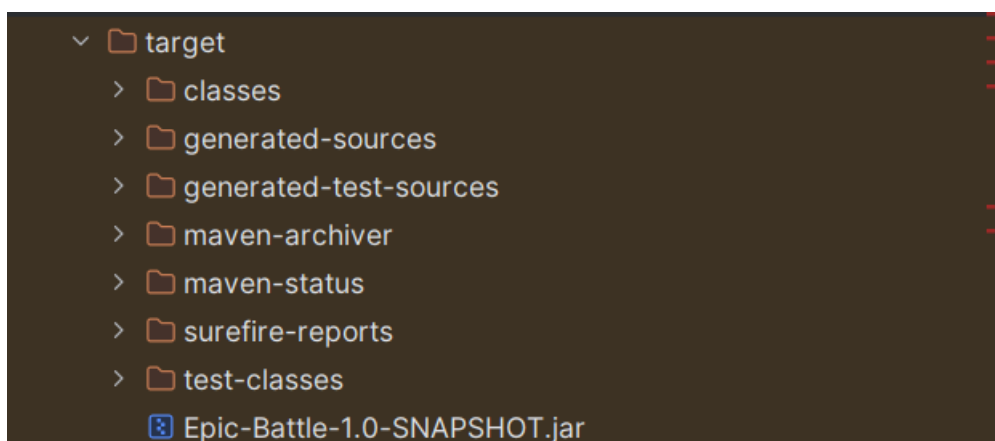
Compile

```
✓ Epic-Battle [compile]: At 09/11/2023 15:04 2 sec, 732 ms C:\Development\Tools\JAVA\JAVA_17\jdk-17.0.9\bin\java.exe "-Dmaven.multiModuleProjectDirectory=C:\Development\Tools\JAVA\JAVA_17\jdk-17.0.9\bin\java.exe"
[INFO] Scanning for projects...
[INFO] -----< br.com.epicBattle:Epic-Battle >-----
[INFO] Building Epic-Battle 1.0-SNAPSHOT
[INFO] from pom.xml
[INFO] -----[ jar ]-----
[INFO] --- resources:3.3.0:resources (default-resources) @ Epic-Battle ---
[INFO] skip non existing resourceDirectory C:\Users\Alexc\OneDrive\Área de Trabalho\Epic Battle\s
[INFO] --- compiler:3.10.1:compile (default-compile) @ Epic-Battle ---
[INFO] Changes detected - recompiling the module!
[INFO] Compiling 12 source files to C:\Users\Alexc\OneDrive\Área de Trabalho\Epic Battle\target\c
[INFO] -----
[INFO] BUILD SUCCESS
[INFO] -----
[INFO] Total time: 1.883 s
[INFO] Finished at: 2023-11-09T15:04:03-03:00
[INFO] -----
```

Package

```
✓ Epic-Battle [package]: At 09/11/2023 15:04 4 sec, 489 ms C:\Development\Tools\JAVA\JAVA_17\jdk-17.0.9\bin\java.exe "-Dmaven.multiModuleProjectDirectory=C:\Development\Tools\JAVA\JAVA_17\jdk-17.0.9\bin\java.exe"
[INFO] Scanning for projects...
[INFO] -----< br.com.epicBattle:Epic-Battle >-----
[INFO] Building Epic-Battle 1.0-SNAPSHOT
[INFO] from pom.xml
[INFO] -----[ jar ]-----
[INFO] --- resources:3.3.0:resources (default-resources) @ Epic-Battle ---
[INFO] skip non existing resourceDirectory C:\Users\Alexc\OneDrive\Área de Trabalho\Epic Battle\s
[INFO] --- compiler:3.10.1:compile (default-compile) @ Epic-Battle ---
[INFO] Changes detected - recompiling the module!
[INFO] Compiling 12 source files to C:\Users\Alexc\OneDrive\Área de Trabalho\Epic Battle\target\c
[INFO] --- resources:3.3.0:testResources (default-testResources) @ Epic-Battle ---
[INFO] skip non existing resourceDirectory C:\Users\Alexc\OneDrive\Área de Trabalho\Epic Battle\s
[INFO] --- compiler:3.10.1:testCompile (default-testCompile) @ Epic-Battle ---
[INFO] Changes detected - recompiling the module!
```

Aquivo Jar gerado



Código stopado no break point com algumas variáveis no momento

```
if(iniciativaHerói > iniciativaMonstro = true){  iniciativaHerói: 13  iniciativaMonstro: 7
37     atacante = herói;
38     defensor = monstro;
39 }else {
40     atacante = monstro;
41     defensor = herói;
```

Valores das variáveis na hora de rodar o código

```
10 iniciativaHerói = 13
01
10 iniciativaMonstro = 7
01
```

Valores alterados

```
if(iniciativaHerói > iniciativaMonstro = false ){  iniciativaHerói: 5  iniciativaMonstro: 7
37     atacante = herói;
38     defensor = monstro;
39 }else {
40     atacante = monstro;
41     defensor = herói;
```

```
10 iniciativaHerói = 5
01
10 iniciativaMonstro = 7
01
```

Entrando na condicional

```
if(iniciativaHerói > iniciativaMonstro = false ){  iniciativaMonstro: 9  iniciativaHerói: 6
37     atacante = herói;
38     defensor = monstro;
39 }else {
40     atacante = monstro;
41     defensor = herói;
42 }
```

Não entrando na condicional

```
if(iniciativaHerói > iniciativaMonstro){  iniciativaHerói: 6  iniciativaMonstro: 8
37     atacante = herói;  herói: "Personagem{pontosDeVida=13, classe='Barbaro'}"
38     defensor = monstro;
39 }else {
40     atacante = monstro;  monstro: "Personagem{pontosDeVida=20, classe='Orc'}"
41     defensor = herói;
42 }
```

Link GitHub - <https://github.com/Alexcvmg/Jogo-Epic-Battle>