PROGRAMM

```
package lab_assignment1;
import java.util.Scanner;
//Abstract class called SuperHero
abstract class SuperHero
      String Hero_Name;
      String Real_Name;
      String Hero_Occupation;
      String Hero Description;
      int Hero_Age;
      boolean Can_Fly;
//Constructor with no parameters
      SuperHero()
             Hero Name="Nill";
             Real Name="Nill";
             Hero Occupation="Nill";
             Hero_Description="Nill";
             Hero Age=-1;
             Can Fly=false;
      //COnstructor with required parameters
      SuperHero(String HeroName, String RealName, String Occupation, String Description,
int Age, boolean Fly)
      {
             this.Hero Name=HeroName;
             this.Real Name=RealName;
             this.Hero_Occupation=Occupation;
             this.Hero_Description=Description;
             this.Hero Age=Age;
             this.Can Fly=Fly;
      //To String method to display all the values
      public String toString()
             return "\nHeroName :"+Hero_Name+"\nRealName: "+Real_Name+"\nOcc:
"+Hero Occupation+"\nDescription: "+Hero_Description+"\nAge: "+Hero_Age+"\nFly:
"+Can_Fly+"\n";
      //attack and rest methods
      abstract void Attack(String name);
      abstract void Rest();
//PhysicalHero extended class of parent called SuperHero
class PhysicalHero extends SuperHero
{
      int Hero_strength;
      PhysicalHero()
             super();
             Hero_strength=0;
      }
```

```
PhysicalHero(String HeroName, String RealName, String Occupation, String
Description, int Age, boolean Fly, int strength)
             super(HeroName, RealName, Occupation, Description, Age, Fly);
             this.Hero_strength=strength;
      public String toString()
             return "\nHero Name: "+Hero Name+"\nReal Name: "+Real Name+"\nOccupation:
"+Hero_Occupation+"\nDescription: "+Hero_Description+"\nAge: "+Hero_Age+"\nCan Fly:
"+Can Fly+"\nStrength: "+Hero strength+"%\n";
      void Attack(String attck nme)
      {
             int damage=0;
             if(attck_nme=="Slap")
                    damage=100;
             else if(attck_nme=="Fire Ball")
                    damage=180;
             else if(attck_nme=="Sword")
                   damage=240;
             else if(attck nme=="Spell")
                   damage=500;
             else if(attck nme=="Arrow")
                   damage=700;
             else if(attck_nme=="Solar rays")
                   damage=1000;
             Hero_strength-=damage;
             System.out.println("\n"+Hero_Name+ " used "+attck_nme);
             System.out.println("Physical Strength decreased!\nPhysical Strength Is:
"+Hero_strength);
      }
      void Rest()
             Hero strength+=10;
             System.out.println("\n"+Hero_Name+" rested!\nPhysical Strength
increased!\nPhysical Strength: "+Hero strength);
      }
}
class MageHero extends SuperHero
      int mana power;
      MageHero()
             super();
             mana_power=-1;
      MageHero(String HeroName, String RealName, String Occupation, String Description,
int Age, boolean Fly, int mana)
             super(HeroName, RealName, Occupation, Description, Age, Fly);
             this.mana power=mana;
      public String toString()
             return "\nHero Name :"+Hero_Name+"\nReal Name: "+Real_Name+"\nOccupation:
"+Hero_Occupation+"\nDescription: "+Hero_Description+"\nAge: "+Hero_Age+"\nCan Fly:
"+Can_Fly+"\nMana: "+mana_power+"\n";
```

```
void Attack(String attck_nme)
             int pow=0;
             if(attck_nme=="Electric shock")
                    pow=1000;
             else if(attck_nme=="Poison")
                    pow=3500;
             else if(attck nme=="Bolt")
                    pow=500;
             mana power-=pow;
             System.out.println("\n"+Hero_Name+ " used "+attck_nme);
             System.out.println("Mana decreased!\nMana Capacity: "+mana_power);
      void Rest()
      {
             mana_power+=5;
             System.out.println("\n"+Hero_Name+" regained energy!\nMana increased!\nMana
Capacity: "+mana power);
}
class Vigilante extends SuperHero
      String Weapon;
      Vigilante()
             super();
             Weapon="Nill";
      Vigilante(String HeroName, String RealName, String Occupation, String Description,
int Age, boolean Fly, String Weapon)
             super(HeroName, RealName, Occupation, Description, Age, Fly);
             this.Weapon=Weapon;
      public String toString()
             return "\nHero Name :"+Hero_Name+"\nReal Name: "+Real_Name+"\nOccupation:
"+Hero_Occupation+"\nDescription: "+Hero_Description+"\nAge: "+Hero_Age+"\nCan Fly:
"+Can_Fly+"\nWeapon: "+Weapon+"\n";
      void Attack(String attck_nme)
      {
             System.out.println("\n"+Hero_Name+" used weapon: "+attck_nme);
      void Rest() {
             System.out.println("\nIn rest "+Hero_Name+" Reloaded his "+Weapon);
      }
}
class Speedster extends PhysicalHero
{
      int Hero_speed;
      int Hero_calorie;
      Speedster(String HName, String RName, String Occ, String Des, int Age, boolean
Fly, int str, int speed, int calorie)
             super(HName, RName, Occ, Des, Age, Fly, str);
```

```
this.Hero speed=speed;
             this.Hero calorie=calorie;
      public String toString()
             return "\nHero Name :"+Hero_Name+"\nReal Name: "+Real_Name+"\nOccupation:
"+Hero_Occupation+"\nDescription: "+Hero_Description+"\nAge: "+Hero_Age+"\nCan Fly:
"+Can Fly+"\nStrength: "+Hero strength+"%"+"\nSpeed: "+Hero speed+"\nCalorie Intake:
"+Hero calorie+"\n";
}
public class Lab program {
      public static void main(String[] args) {
             Scanner input = new Scanner(System.in);
             int choice;
             boolean contt = true;
             PhysicalHero phy_hero1=new PhysicalHero("Super Man", "Stark
Dent", "Journalst", "Stark Dent is a man with extra ordinary srength. \nHe can see through
walls and has night vision.\nHe is also a very good singer",3000,true,6000);
             PhysicalHero phy_hero2=new PhysicalHero("Flash","Jay
Garrick", "Professor", "As the Flash, Garrick can run at superhuman speeds \nand has
superhumanly-fast reflexes. The limits\n of his speed have fluctuated over the years,
though he has\n usually been second to DC's \"flagship Flash\", Barry
Allen",7000,true,60089);
             MageHero meg_hero1=new MageHero("Vision", "Android", "Alien", "The strengths
of visions are advanced robotic systems and solar power \ncells. If the Vision wishes,
he can convert \nthe solar energy into beams of infrared or microwave
radiation",5346,true,2389);
             MageHero meg hero2=new MageHero("Invisible Hood", "Art
Pinajian", "Detective", "This super hero uses his magical coated jacket for \n invisibility
and hence solve the crimes affactively",5346,false,60089);
             Vigilante veg hero1=new Vigilante("Doctor
Occult", "Richard", "Investigator", "Doctor Occult has the powers of astral projection, \n
hypnosis, illusion creating, and telekinesis. \nHe wields a powerful talisman, a sphere
or disc with a black \nand white pattern, called the Mystic Symbol of the
Seven",5000,false,"Disc");
             Vigilante veg hero2=new Vigilante("Arrow", "Ralph Phyne", "Millitary
Agent", "The Arrow is actually Ralph Payne, a military intelligence\n agent who uses his
archery skills to fight \ncrime. He delivers messages via arrow, both to criminals and
\nthe police, and uses his bow to kill the evildoers",2000,false,"Archer");
             Speedster sped_hero1=new Speedster("The Bolt","Larry Fallen","Plitical
Party Leader", "Lary is most popular politician from Los Vegas\n He got his super speed
during his recovery\n from a fall coming down the stairs during a speech.Larry uses\n
his speed to keep political gatherings under control",5346,true,6089,1020,4540);
             Speedster sped_hero2=new Speedster("Groot", "Stan Lee", "Monarch of Planet X
tree", "Groot can absorb wood as food, and has the ability \nto regenerate. Groot can
control trees \nand plants, using them to attack others, and appears to be \nresistant
to fire. Groot is able to sprout dramatically increasing
mass",5346,false,60089,4540,50450);
             do
                   System.out.println("1:DISPLAY HERO'S DATA");
                   System.out.println("2: DISPLAY ATTACK");
                    System.out.println("3: DISPLAY REST");
                    System.out.println("4: EXIT THE HERO WORLD");
```

```
System.out.println("\n\nEnter your choice--->");
                    choice=input.nextInt();
                    switch(choice)
                    {
                    case 1:
                           System.out.println(phy_hero1.toString());
                           System.out.println(phy_hero2.toString());
                           System.out.println(meg hero1.toString());
                           System.out.println(meg_hero2.toString());
                           System.out.println(veg_hero1.toString());
                           System.out.println(veg_hero2.toString());
                           System.out.println(sped_hero1.toString());
                           System.out.println(sped_hero2.toString());
                          break;
                    case 2:
                          phy_hero1.Attack("Slap");
                          phy_hero2.Attack("Fire Ball");
                          meg_hero1.Attack("Electric shock");
                          meg_hero2.Attack("Poison");
                           veg_hero1.Attack("Magical Cloak");
                           veg_hero2.Attack("Arrow");
                           sped_hero1.Attack("Spell");
                           sped_hero2.Attack("Solar Rays");
                          break;
                    case 3:
                          phy_hero1.Rest();
                           phy_hero2.Rest();
                          meg_hero1.Rest();
                          meg_hero2.Rest();
                          veg_hero1.Rest();
                          veg_hero2.Rest();
                          break;
                    case 4:
                           System.out.println("Fight Ended");
                    contt=false;
while(contt);
      }
}
```

OUTPUT

🛃 Problems 🏿 🕝 Javadoc 📵 Declaration 📮 Console 🗶 🔫 Progress 🔓 Coverage 🥬 Error Log <terminated> Lab_program [Java Application] C:\Program Files\Java\jdk-17\bin\javaw.exe (Dec 15, 2021, 10:30:58 AM – 10:31:15 AM) 1:DISPLAY HERO'S DATA 2: DISPLAY ATTACK 3: DISPLAY REST 4: EXIT THE HERO WORLD Enter your choice----> Hero Name :Super Man Real Name: Stark Dent Occupation: Journalst Description: Stark Dent is a man with extra ordinary srength. He can see through walls and has night vision. He is also a very good singer Age: 3000 Can Fly: true Strength: 6000% Hero Name :Flash Real Name: Jay Garrick Occupation: Professor Description: As the Flash, Garrick can run at superhuman speeds and has superhumanly-fast reflexes. The limits of his speed have fluctuated over the years, though he has usually been second to DC's "flagship Flash", Barry Allen Age: 7000 Can Fly: true Strength: 60089% Hero Name : Vision Real Name: Android Occupation: Alien Description: The strengths of visions are advanced robotic systems and solar power cells. If the Vision wishes, he can convert the solar energy into beams of infrared or microwave radiation Age: 5346 Can Fly: true Mana: 2389 Hero Name : Invisible Hood Real Name: Art Pinajian Occupation: Detective Description: This super hero uses his magical coated jacket for invisibility and hence solve the crimes affactively Age: 5346 Can Fly: false Mana: 60089

Hero Name :Doctor Occult Real Name: Richard Occupation: Investigator

Description: Doctor Occult has the powers of astral projection,

hypnosis, illusion creating, and telekinesis.

He wields a powerful talisman, a sphere or disc with a black and white pattern, called the Mystic Symbol of the Seven

Age: 5000 Can Fly: false Weapon: Disc

Hero Name :Arrow Real Name: Ralph Phyne Occupation: Millitary Agent

Description: The Arrow is actually Ralph Payne, a military intelligence

agent who uses his archery skills to fight

crime. He delivers messages via arrow, both to criminals and

the police, and uses his bow to kill the evildoers

Age: 2000 Can Fly: false Weapon: Archer

Hero Name :The Bolt Real Name: Larry Fallen

Occupation: Plitical Party Leader

Description: Lary is most popular poltician from Los Vegas

He got his super speed during his recovery

from a fall coming down the stairs during a speech.Larry uses

his speed to keep political gatherings under control

Age: 5346 Can Fly: true Strength: 6089% Speed: 1020

Calorie Intake: 4540

Hero Name :Groot Real Name: Stan Lee

Occupation: Monarch of Planet X tree

Description: Groot can absorb wood as food, and has the ability

to regenerate. Groot can control trees

and plants, using them to attack others, and appears to be

resistant to fire. Groot is able to sprout dramatically increasing mass

Age: 5346 Can Fly: false Strength: 60089% Speed: 4540

Calorie Intake: 50450

```
👸 Problems @ Javadoc 👺 Declaration 🖳 Console 🗶 🥞 Progress 📺 Coverage 🦞 Error Log
<terminated> Lab_program [Java Application] C:\Program Files\Java\jdk-17\bin\javaw.exe (Dec 15, 2021, 10:30:58 AM – 10:31:15 AM)
1:DISPLAY HERO'S DATA
2: DISPLAY ATTACK
3: DISPLAY REST
4: EXIT THE HERO WORLD
Enter your choice---->
Super Man used Slap
Physical Strength decreased!
Physical Strength Is: 5900
Flash used Fire Ball
Physical Strength decreased!
Physical Strength Is: 59909
Vision used Electric shock
Mana decreased!
Mana Capacity: 1389
Invisible Hood used Poison
Mana decreased!
Mana Capacity: 56589
Doctor Occult used weapon: Magical Cloak
Arrow used weapon: Arrow
The Bolt used Spell
Physical Strength decreased!
Physical Strength Is: 5589
Groot used Solar Rays
Physical Strength decreased!
Physical Strength Is: 60089
1:DISPLAY HERO'S DATA
2: DISPLAY ATTACK
3: DISPLAY REST
4: EXIT THE HERO WORLD
Enter your choice---->
Super Man rested!
Physical Strength increased!
Physical Strength: 5910
Flash rested!
Physical Strength increased!
Physical Strength: 59919
```

