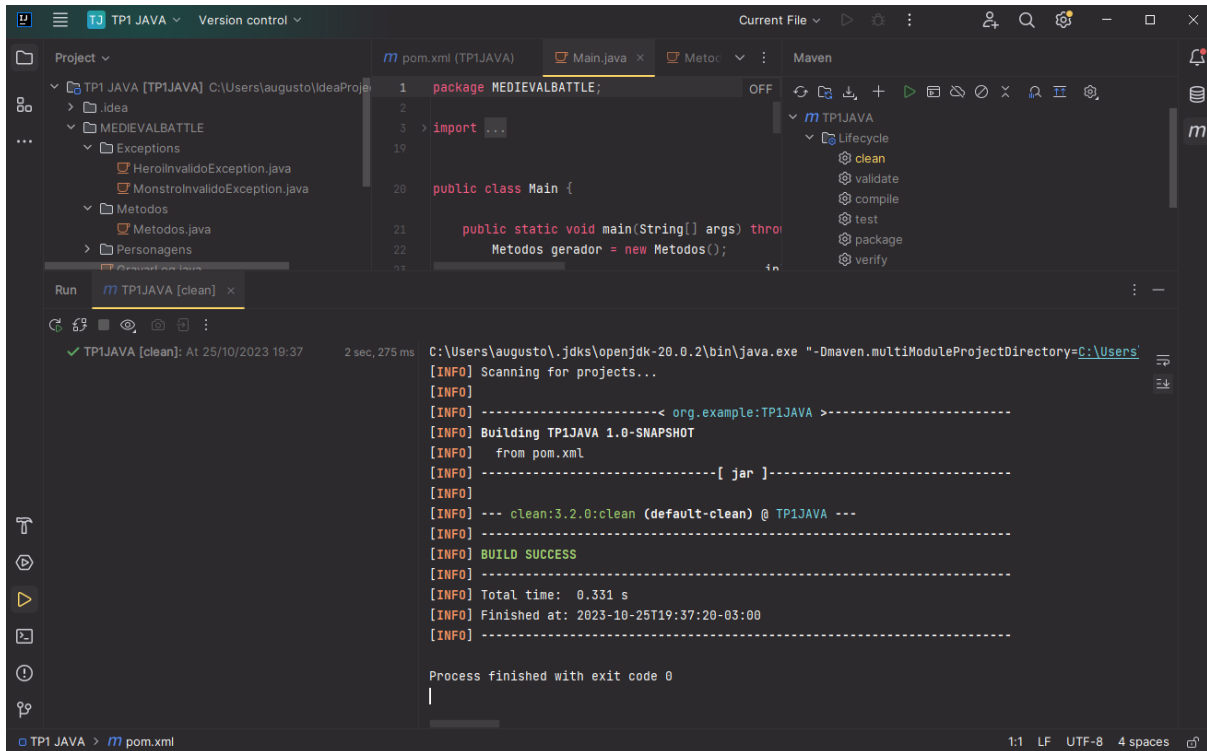


LOMBOK-

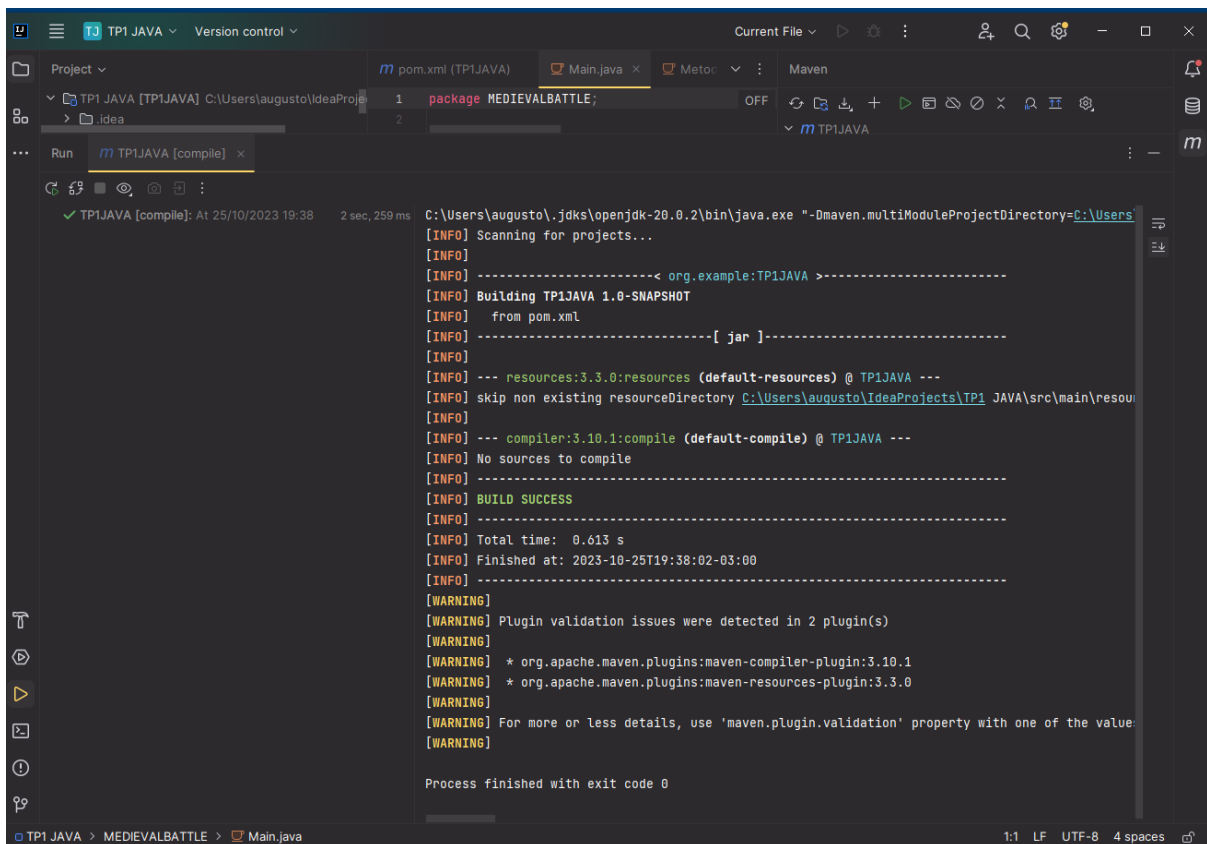
CLEAN-



The screenshot shows the IntelliJ IDEA interface with a Maven project named TP1JAVA. The 'pom.xml' file is open, showing the package name 'MEDIEVALBATTLE' and a 'Main' class. The 'Run' button is clicked, and the Maven 'clean' goal is executed. The output console shows the following log:

```
[INFO] Scanning for projects...
[INFO] -----< org.example:TP1JAVA >-----
[INFO] Building TP1JAVA 1.0-SNAPSHOT
[INFO] from pom.xml
[INFO] -----[ jar ]-----
[INFO] --- clean:3.2.0:clean (default-clean) @ TP1JAVA ---
[INFO] BUILD SUCCESS
[INFO] Total time: 0.331 s
[INFO] Finished at: 2023-10-25T19:37:20-03:00
[INFO] -----
Process finished with exit code 0
```

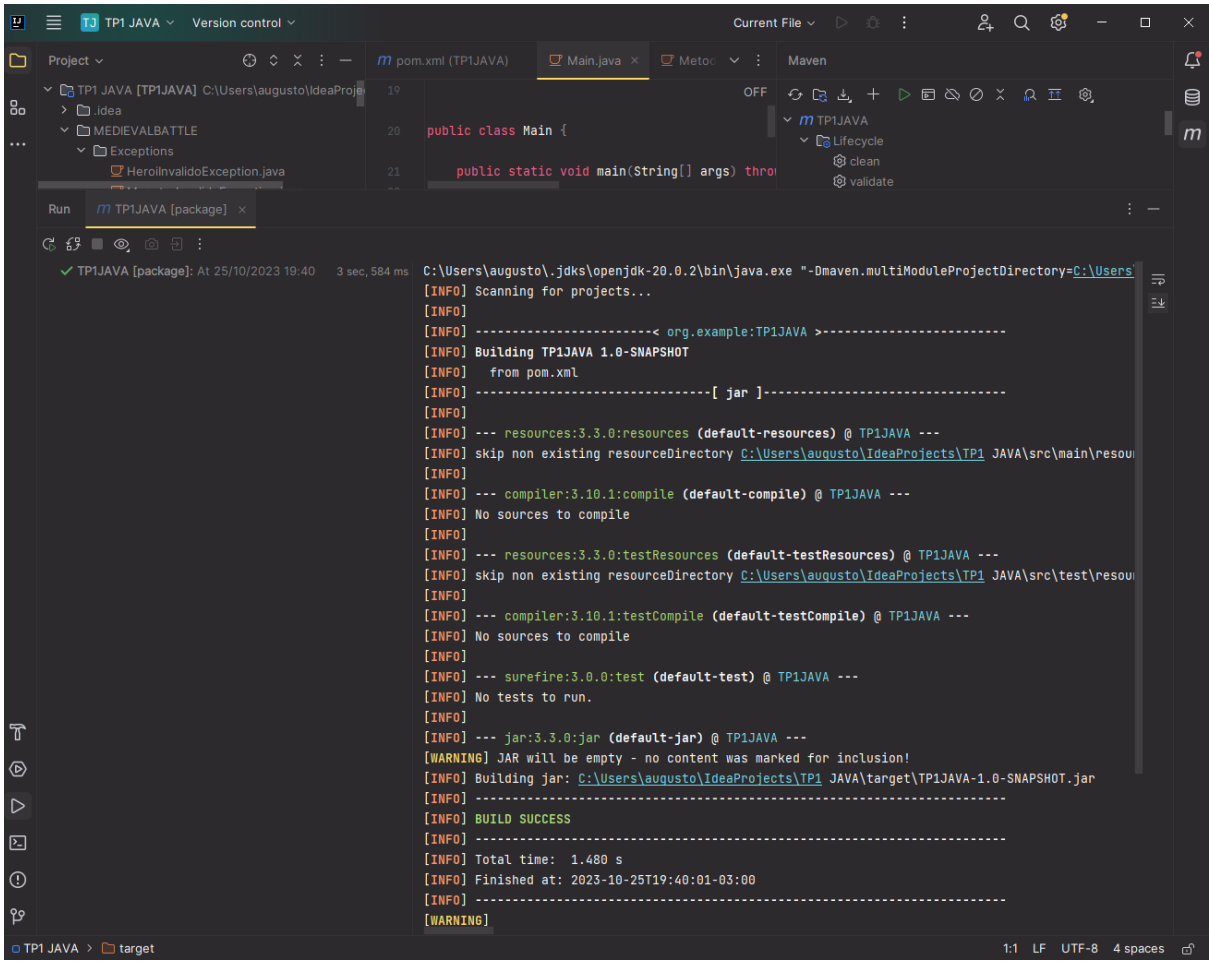
COMPILE-



The screenshot shows the IntelliJ IDEA interface with the same Maven project. The 'Run' button is clicked, and the Maven 'compile' goal is executed. The output console shows the following log:

```
[INFO] Scanning for projects...
[INFO] -----< org.example:TP1JAVA >-----
[INFO] Building TP1JAVA 1.0-SNAPSHOT
[INFO] from pom.xml
[INFO] -----[ jar ]-----
[INFO] --- resources:3.3.0:resources (default-resources) @ TP1JAVA ---
[INFO] skip non existing resourceDirectory C:\Users\augusto\IdeaProjects\TP1 JAVA\src\main\resources
[INFO] --- compiler:3.10.1:compile (default-compile) @ TP1JAVA ---
[INFO] No sources to compile
[INFO] BUILD SUCCESS
[INFO] Total time: 0.613 s
[INFO] Finished at: 2023-10-25T19:38:02-03:00
[INFO] -----
[WARNING] Plugin validation issues were detected in 2 plugin(s)
[WARNING] * org.apache.maven.plugins:maven-compiler-plugin:3.10.1
[WARNING] * org.apache.maven.plugins:maven-resources-plugin:3.3.0
[WARNING] For more or less details, use 'maven.plugin.validation' property with one of the value:
[WARNING]
```

PACKAGE-



JAR-

Este Computador > Disco Local (C:) > Usuários > augusto > IdeaProjects > TP1 JAVA > target >				
	Nome	Data de modificação	Tipo	Tamanho
ido	maven-archiver	25/10/2023 19:40	Pasta de arquivos	
rabalho	TP1JAVA-1.0-SNAPSHOT	25/10/2023 19:40	Arquivo JAR	2 KB
ds				

BREAKPOINT

```

33     public IPersonagem GerarInimigo()
34     {
35         Kobold kobold = new KoboId();   Kobold: "Kobold{PdV=20, força=4, agilidade=4, defesa=2}"
36         MortoVivo mortoVivo = new MortoVivo();   mortoVivo: "MortoVivo{PdV=25, força=4, agilidade=1, defesa=0}"
37         Orc orc = new Orc();   orc: "Orc{PdV=20, força=6, agilidade=2, defesa=2}"
38
39         int numeroAleatorio = generator.nextInt( bound: 3);   generator: Random@1105
40         if(numeroAleatorio == 0){
41             return kobold;
42         }else if(numeroAleatorio == 1){
43             return mortoVivo;
44         }else if(numeroAleatorio == 2){
45             return orc;
46         }else throw new RuntimeException();
47     }

```

MUDANDO VARIÁVEL-

```
38 int numeroAleatorio = generator.nextInt( bound: 3); numeroAleatorio: 1 generator: Random@1105
40 if(numeroAleatorio == 0 = false ){ numeroAleatorio: 1
41     return kobold;
42 }else if(numeroAleatorio == 1 = true ){
43     return mortoVivo;
44 }else if(numeroAleatorio == 2){
45     return orc;
46 }else throw new RuntimeException();
47 }
```

BREAKPOINT CONDICIONAL-

```
147         if (ataqueMonstro <= defesaHeroi = true ) { ataqueMonstro: 6   defesaHeroi: 7
148             System.out.println("Sua Defesa GANHOU, Recomeçando a Rodada de Ataque...");
149         } else {
150             System.out.println("Sua Defesa PERDEU, Calculando DANO...");
151             System.out.println();
152             int danoMonstro = gerador.CalcularDano(inimigo.FatorDeDano(), inimigo.Forca());
153             System.out.println("DANO do " + inimigo.Nome() + ": " + danoMonstro);
154             heroiVida = heroiVida - danoMonstro;
155             System.out.println("SUA VIDA: " + heroiVida + " Pontos De Vida");
156         }
```

```
147         if (ataqueMonstro <= defesaHeroi) { ataqueMonstro: 12   defesaHeroi: 7
148             System.out.println("Sua Defesa GANHOU, Recomeçando a Rodada de Ataque...");
149         } else {
150             System.out.println("Sua Defesa PERDEU, Calculando DANO...");
151             System.out.println();
152             int danoMonstro = gerador.CalcularDano(inimigo.FatorDeDano(), inimigo.Forca());
153             System.out.println("DANO do " + inimigo.Nome() + ": " + danoMonstro);
154             heroiVida = heroiVida - danoMonstro;
155             System.out.println("SUA VIDA: " + heroiVida + " Pontos De Vida");
156         }
```