properties.java

```java
package properties;
import java.util.*;

public class properties
{
    public static void main (String args[])
    {
        Scanner scanf = new Scanner(System.in);
        String name;
        String code;
        int level;
        int attack;
        int defense;
        int height;
        int weight;
        System.out.println("【武器系统初始化测试】");
        System.out.println(" * 武器名称：");
        name = scanf.nextLine();
        System.out.println(" * 武器代号：");
        code = scanf.nextLine();
        System.out.println(" * 武器等级：");
        level = scanf.nextInt();
        System.out.println(" * 武器攻击：");
        attack = scanf.nextInt();
        System.out.println(" * 武器防御：");
        defense = scanf.nextInt();
        weapons newep = new weapons(name, code, level, attack, defense);
        System.out.println("【怪兽系统初始化测试】");
        System.out.println(" * 怪兽名称：");
        name = scanf.nextLine();
        System.out.println(" * 怪兽代号：");
        code = scanf.nextLine();
        System.out.println(" * 怪兽等级：");
        level = scanf.nextInt();
        System.out.println(" * 怪兽攻击：");
        attack = scanf.nextInt();
        System.out.println(" * 怪兽防御：");
        defense = scanf.nextInt();
        System.out.println(" * 怪兽高度：");
        height = scanf.nextInt();
        System.out.println(" * 怪兽重量：");
        weight = scanf.nextInt();
        monsters newmons = new monsters(name, code, level, attack, defense, height,
weight);
        System.out.println("【英雄系统初始化测试】");
        System.out.println(" * 英雄名称：");
        name = scanf.nextLine();
        System.out.println(" * 英雄代号：");
        code = scanf.nextLine();
        System.out.println(" * 英雄等级：");
        level = scanf.nextInt();
        System.out.println(" * 英雄攻击：");
        attack = scanf.nextInt();
        System.out.println(" * 英雄防御：");
        defense = scanf.nextInt();
        System.out.println(" * 英雄高度：");
        height = scanf.nextInt();
        System.out.println(" * 英雄重量：");
        weight = scanf.nextInt();
        heroes newhero = new heroes(name, code, level, attack, defense, height, weight);
    }
```

```
61 }
62
63 class weapons
64 {
65     private String name;
66     private String code;
67     private int level;
68     private int attack;
69     private int defense;
70     weapons(String name, String code, int level, int attack, int defense)
71     {
72         this.name = name;
73         this.code = code;
74         this.level = level;
75         this.attack = attack;
76         this.defense = defense;
77     }
78     public String getName()
79     {
80         return this.name;
81     }
82     public String getCode()
83     {
84         return this.code;
85     }
86     public int getAttack()
87     {
88         return this.attack;
89     }
90     public int getDefense()
91     {
92         return this.defense;
93     }
94 }
95
96 class monsters
97 {
98     private String name;
99     private String code;
100     private int level;
101     private int attack;
102     private int defense;
103     private int height;
104     private int weight;
105     monsters(String name, String code, int level, int attack, int defense, int height, int
    weight)
106     {
107         this.name = name;
108         this.code = code;
109         this.level = level;
110         this.attack = attack;
111         this.defense = defense;
112         this.height = height;
113         this.weight = weight;
114     }
115     public String getName()
116     {
117         return this.name;
118     }
119     public String getCode()
120     {
121         return this.code;
```

```java
122     }
123     public int getAttack()
124     {
125         return this.attack;
126     }
127     public int getDefense()
128     {
129         return this.defense;
130     }
131     public int getHeight()
132     {
133         return this.height;
134     }
135     public int getWeight()
136     {
137         return this.weight;
138     }
139 }
140
141 class heroes
142 {
143     private String name;
144     private String code;
145     private int level;
146     private int attack;
147     private int defense;
148     private int height;
149     private int weight;
150     heroes(String name, String code, int level, int attack, int defense, int height, int weight)
151     {
152         this.name = name;
153         this.code = code;
154         this.level = level;
155         this.attack = attack;
156         this.defense = defense;
157         this.height = height;
158         this.weight = weight;
159     }
160     public String getName()
161     {
162         return this.name;
163     }
164     public String getCode()
165     {
166         return this.code;
167     }
168     public int getAttack()
169     {
170         return this.attack;
171     }
172     public int getDefense()
173     {
174         return this.defense;
175     }
176     public int getHeight()
177     {
178         return this.height;
179     }
180     public int getWeight()
181     {
182         return this.weight;
```

```
183     }
184 }
185
```