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| |  | | --- | |  | |  | Class Humans  { | |  | String HP; | |  | void Behaviour() | |  | { | |  | System.out.println("Enter Behaviour of Human"); | |  | Scanner sc=new Scanner(System.in); | |  | HP=sc.nextLine(); | |  | } | |  | } | |  | class Hero extends Humans | |  | { | |  | int lightAttack=10; | |  |  | |  | void hashighAttack() | |  | { | |  | string="HighIq"; | |  | if(Hp.equals(IQ)) | |  | { | |  | lightAttack=+5; | |  | lightAttack=-1; | |  | } | |  | else | |  | { | |  | lightAttack=-1; | |  | } | |  | } | |  | class Monster extends Humans | |  | { | |  | int DarkAttack=10; | |  |  | |  | void hasBigBody() | |  | { | |  | String Body="BigBody"; | |  | if(Hp.equals(Body)) | |  | { | |  | DarkAttack=+5; | |  | DarkAttack=-10; | |  | } | |  | else | |  | { | |  | DarkAttack=-1; | |  | } | |  | } | |  | } | |  |  | |  | class HM | |  | { | |  | System.out.println("Enter how many attempts"); | |  | int N=sc.nextInt(); | |  | for(int i=1;i<=N;i++) | |  | { | |  | Human h=new Human(); | |  | h.Behaviour(); | |  | Hero he=new Hero(); | |  | he.hashighAttack(); | |  | Monster m=new Monster(); | |  | m.hasBigBody(); | |  | } | |  | if(lightAttack>DarkAttack) | |  | { | |  | System.out.println("Hero Win"); | |  | } | |  | else if(lightAttack<DarkAttack) | |  | { | |  | system.out.println("Monster Win"); | |  | } | |  | else | |  | System.out.println("Their is a tie between Monster and Hero"); | |  | } | |  | } | | { |
|  | String HP; |
|  | void Behaviour() |
|  | { |
|  | System.out.println("Enter Behaviour of Human"); |
|  | Scanner sc=new Scanner(System.in); |
|  | HP=sc.nextLine(); |
|  | } |
|  | } |
|  | class Hero extends Humans |
|  | { |
|  | int lightAttack=10; |
|  |  |
|  | void hashighAttack() |
|  | { |
|  | string="HighIq"; |
|  | if(Hp.equals(IQ)) |
|  | { |
|  | lightAttack=+5; |
|  | lightAttack=-1; |
|  | } |
|  | else |
|  | { |
|  | lightAttack=-1; |
|  | } |
|  | } |
|  | class Monster extends Humans |
|  | { |
|  | int DarkAttack=10; |
|  |  |
|  | void hasBigBody() |
|  | { |
|  | String Body="BigBody"; |
|  | if(Hp.equals(Body)) |
|  | { |
|  | DarkAttack=+5; |
|  | DarkAttack=-10; |
|  | } |
|  | else |
|  | { |
|  | DarkAttack=-1; |
|  | } |
|  | } |
|  | } |
|  |  |
|  | class HM |
|  | { |
|  | System.out.println("Enter how many attempts"); |
|  | int N=sc.nextInt(); |
|  | for(int i=1;i<=N;i++) |
|  | { |
|  | Human h=new Human(); |
|  | h.Behaviour(); |
|  | Hero he=new Hero(); |
|  | he.hashighAttack(); |
|  | Monster m=new Monster(); |
|  | m.hasBigBody(); |
|  | } |
|  | if(lightAttack>DarkAttack) |
|  | { |
|  | System.out.println("Hero Win"); |
|  | } |
|  | else if(lightAttack<DarkAttack) |
|  | { |
|  | system.out.println("Monster Win"); |
|  | } |
|  | else |
|  | System.out.println("Their is a tie between Monster and Hero"); |
|  | } |
|  | } |