/\* Course CS112 Days & Time: September 3, 2015

\* Chapter Number: 8 Project Number: 2

\* Programmer: Broderick Higby

\* Program Title: Alien

\* Program Description: The alien file was rewritten to demonstrate the use of the abstract class when there isn't a need to create an instance.

\*/

public abstract class Alien

{

public static final int SNAKE\_ALIEN = 0;

public static final int OGRE\_ALIEN = 1;

public static final int MARSHMALLOW\_MAN\_ALIEN = 2;

public int type; //Stores one of the three above types

public int health; //0 = dead, 100 = full strength

public String name;

public Alien (int type, int health, String name)

{

this.type = type;

this.health = health;

this.name = name;

}

}

public class AlienPack

{

private Alien[] aliens;

public AlienPack (int numAliens)

{

aliens = new Alien[numAliens];

}

public void addAlien (Alien newAlien, int index)

{

aliens[index] = newAlien;

}

public Alien[] getAliens()

{

return aliens;

}

public abstract int calculateDamage();

}

public class AlienPack

{

private Alien[] aliens;

public AlienPack (int numAliens)

{

aliens = new Alien[numAliens];

}

public void addAlien (Alien newAlien, int index)

{

aliens[index] = newAlien;

}

public Alien[] getAliens()

{

return aliens;

}

}