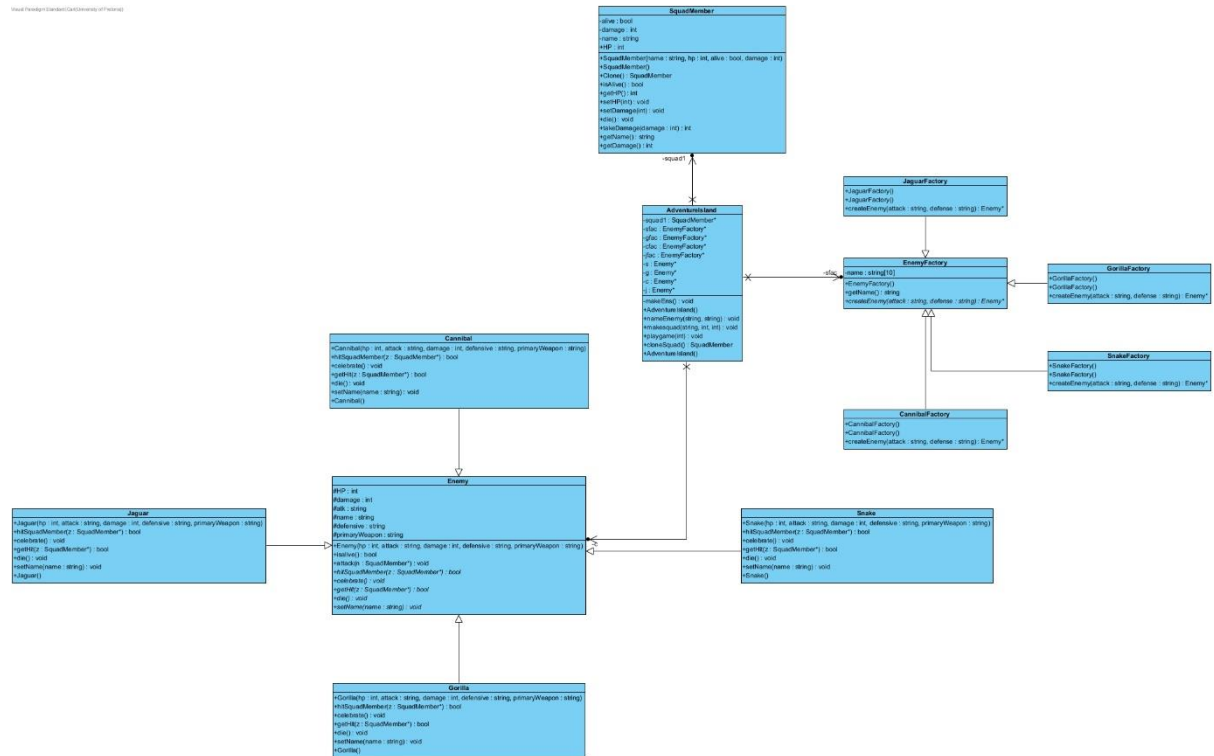


### 1.3) Template method

2.4)



Enemy
#HP = 0 #damage = 6 #atk : string #name = "Carl" #defensive = "speed" #primaryWeapon = "fangs"

2.6)

Factory:

- EnemyFacotry

Concrete factory:

- CannibalFactory
- GorillaFactory
- SnakeFactory
- JaguarFactory

Product:

- Enemy

Concrete Product:

- Cannibal
- Jaguar
- Snake
- Jaguar

2.7) Factory method

## 4.3)

Visual Programming Standard Class (University of Padova)

