

```

1  /*
2   * Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change this license
3   */
4
5  package com.mycompany.game;
6  import java.util.Scanner;
7
8  /**
9   *
10   * @author SMK TELKOM 35
11   */
12  public class Game {
13
14      public static void main(String[] args) {
15
16          Player hero = new Player();
17          Player2 tor = new Player2();
18
19          hero.name = "P1";
20          hero.speed = 90;
21          hero.healthPoint = 100;
22          hero.damage = 10;
23
24          hero.run();
25
26          if(hero.isDead()){
27              System.out.println(tor.name+"Win");
28          }
29
30          System.out.println(" ");
31
32          tor.name = "P2";
33          tor.speed = 90;
34          tor.healthPoint = 10;
35          tor.damage = 10;
36
37          tor.run();
38
39          if(tor.isDead()){
40              System.out.println(hero.name+"Win");
41          }
42
43      }
44  }
45
46

```

```

1  /*
2   * Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change this license
3   * Click nbfs://nbhost/SystemFileSystem/Templates/Classes/Class.java to edit this template
4   */
5
6  package com.mycompany.game;
7
8  /**
9   *
10   * @author SMK TELKOM 35
11   */
12  public class Player {
13
14      String name;
15      int speed, healthPoint, damage;
16
17      void run(){
18          System.out.println(name+" is running... ");
19          System.out.println("speed: "+ speed);
20          System.out.println(name+" is attacking: "+damage);
21          System.out.println(name+" healthPoint remaining: "+(healthPoint-damage));
22
23      }
24
25      boolean isDead(){
26          if(healthPoint <= 0 )return false;
27          return false;
28      }
29
30  }
31
32
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34

```

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/*
 * Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change this license
 * Click nbfs://nbhost/SystemFileSystem/Templates/Classes/Class.java to edit this template
 */
package com.mycompany.game;

/**
 *
 * @author SMK TELKOM 35
 */
public class Player2 extends Player {

    String name;

    int healthPoint, speed, damage;

    void run1() {
        System.out.println(name + " is running... ");
        System.out.println(name + "speed: " + speed);
        System.out.println(name + "Remaining HP " + (healthPoint - damage));
    }

    boolean isDead1() {
        if (healthPoint <= 0) return false;
        return false;
    }
}

```

```

skip non existing resourceDirectory C:\Users\SMK TELKOM 35\OneDrive - ypt.or.id\Documents\NetBeansProjects\Game\src\main\resources
--- compiler:3.11.0:compile (default-compile) @ Game ---
Changes detected - recompiling the module! :source
Compiling 3 source files with javac [debug target 21] to target\classes
--- exec:3.1.0:exec (default-cli) @ Game ---
P1 is running...
speed: 90
P1 is attacking: 10
P1 healthPoin remaining: 90

P2 is running...
P2speed: 90
P2Remaining HP 0

-----
BUILD SUCCESS
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Total time: 1.550 s
Finished at: 2024-05-30T20:09:03+07:00
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```

"Player 1" dan "Player 2" memiliki nilai speed,dan damage yang sama, namun "Player"memiliki banyak HealthPoin yang membuatnya menang.