

Lab 6

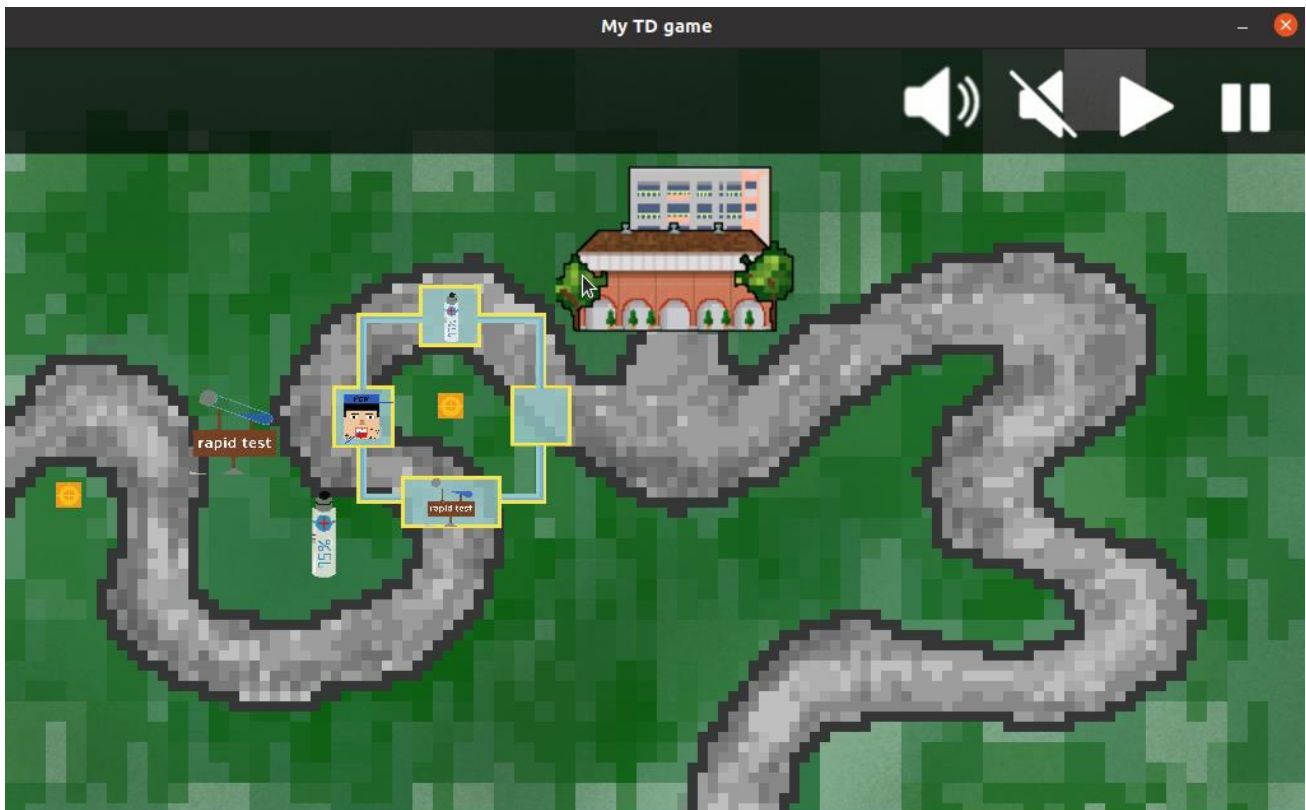
Due 12:00, Wednesday, August 4, 2021

No Late Submission

注意事項：

1. Lab 的時間為授課結束後至中午十二點。
2. Lab 的分數分配：出席 20%，兩題練習 80%，Bonus 50%。
3. 請儘量於 Lab 時段完成練習，完成後請找助教檢查，經助教檢查後沒問題者請用你的學號與 Lab number 做一個檔案夾 (e.g., N96091350-Lab1)，將你的全部檔案 放入檔案夾，壓縮後上傳至課程網站(e.g.,N96091350Lab3.zip)。
4. 上傳後即可離開。
5. 未完成者可於隔日 11:55 am 前上傳至 Moodle，逾期不受理。

Exercise 1 (30%): Open the file “menu.py” and complete the class `BuildMenu()` to show the build menu and its buttons on the yellow spot. Below is the sample run:

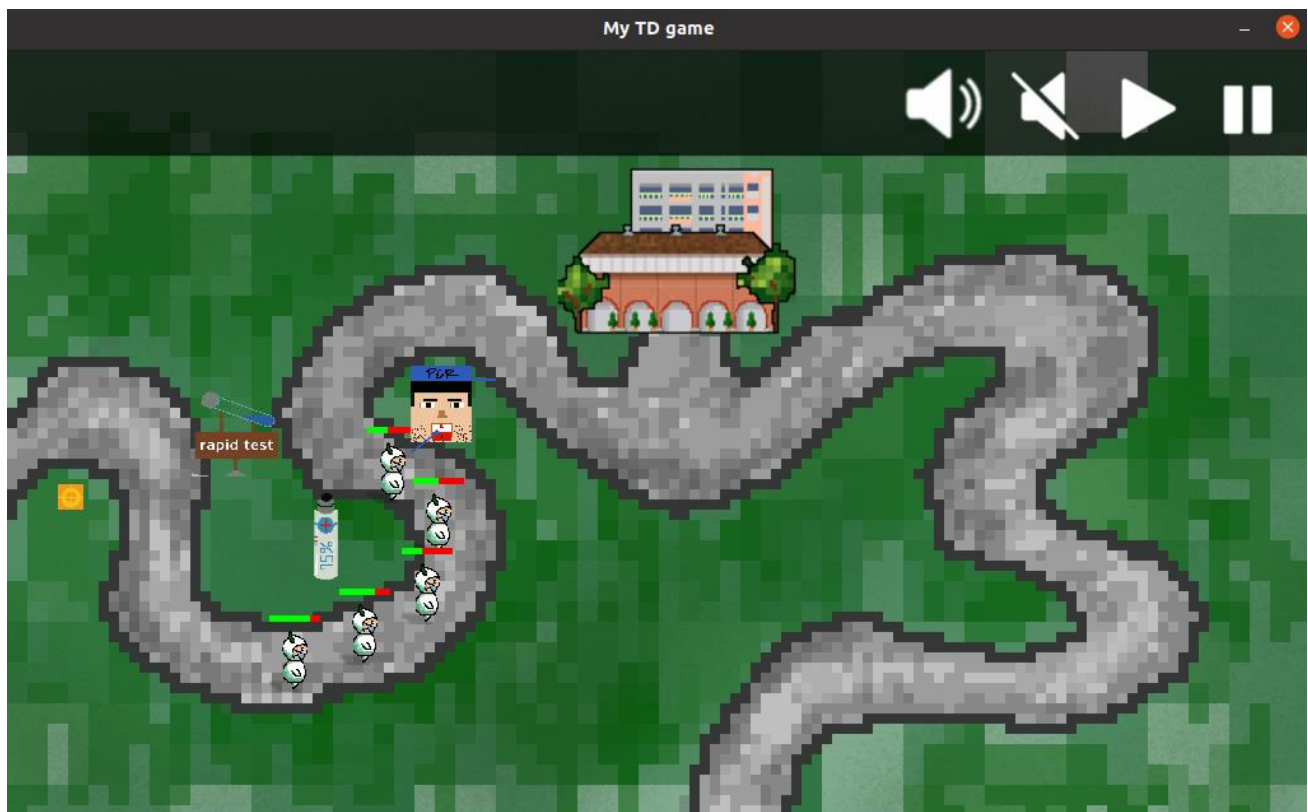


Hint: Inherit the class **Menu ()**

Exercise 2 (50%): Continued from the previous question, complete (1) the class method **PCR ()** in class **Tower ()** in “tower_factory.py” and (2) **add_tower ()** method in “tower_group.py”. The PCR tower is built when someone clicks the corresponding button on the build menu. The following are the attribute of the PCR tower:

- (1) cool down time: 120
- (2) attack range: [100, 105, 110, 115, 120, 125]
- (3) damage: [3.0, 3.2, 3.4, 3.6, 3.8, 4.0]

Below is the sample run:



Bonus (50%):

Continued from the previous question, (1) complete the class **Snipe ()** in “attack_strategy.py” and revise the code in “tower_factory.py” to change the attack mode of a PCR tower. (Note: The ability is one shot one kill)