



Name : Faatihurrizki Prasajo

NIM : 244107020142

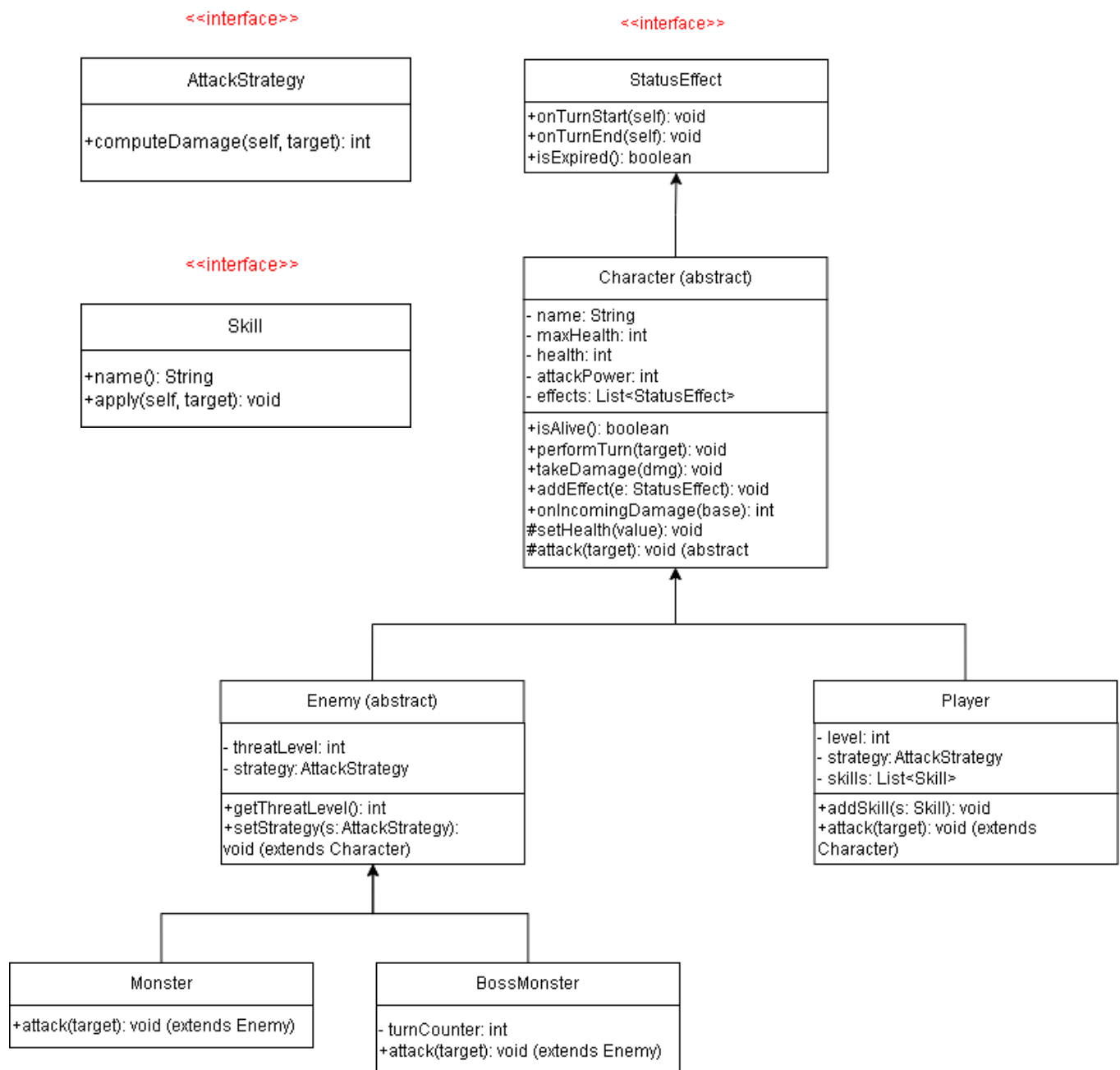
Class : TI_1H

Laporan UTS Teori

Pemrograman Berorientasi Objek (PBO)

Membuat UML Class Diagram (wajib): Character (abstract), Enemy (abstract), Player, Monster, BossMonster, Skill (interface), StatusEffect (interface), AttackStrategy (interface), Battle.

Jawab :





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Battle
- teamA: List<Character> - teamB: List<Character>
+run(): void autoTarget(): Character +teamAlive(): boolean