進階 JAVA 程式練習

練習四

承練習三，定義回血及回魔介面。

```java
public interface LifeRecoverable {
        public static final int LIFERATE = 10;
        public abstract double recoverLife();
}


public interface MagicRecoverable {
    public static final int MAGICRATE = 4;
        public abstract double recoverMagic();
}
```

利用介面新增戰士可以回血、法師可以回魔功能。在主程式中增加自動回血、回魔功能