**IC 6**

**Summer 2018**

**Generics**

In this assignment we will be creating several different generic methods. We will create a bound and an unbound generic method. These methods will accept ArrayList or an object of and then process them. These methods will handle the processing for these classes.

I have provided three classes, Player, Wizard and Fighter. These are the classes that should be used in this assignment.

You need to write a GenericEntry class which allows the user to enter the name, hitPoints and armor for each of the characters. This must be a bound generic method which is bound to a Player object which accepts a ArrayList, Player, or one of its children objects and returns an object of Player, or one of its children.

You need to write a GenericPrint which is an unbound method. This should return a String containing the results of the toString() calls for the ArrayList that is passed in. This method does not require a Player or one of its children.

You should allow the user to enter at least 3 Player objects.

Sample output:

Please enter the name for Wizard

Fred

Please enter the hit points for Fred

100

Please enter the armor for Fred

Robe

Please enter the spell for Fred

Sleep

Please enter the name for Fighter

Sally

Please enter the hit points for Sally

200

Please enter the armor for Sally

plate mail

Please enter the weapon for Sally

sword

Please enter the name for Wizard

john

Please enter the hit points for john

50

Please enter the armor for john

none

Please enter the spell for john

light

Wizard Name - Fred, hitPoints - 100, armor - Robe, spell - Sleep

Fighter Name - Sally, hitPoints - 200, armor - plate mail weapon - sword

Wizard Name - john, hitPoints - 50, armor - none, spell - light