The purpose of this simple code is to practice Class Declarations and the differences on the keywords.

For this purpose I use 4 files:

**Main.kt**

**CharactersDetailsDataClass.kt** to practice **data class**

**AttackInterface.kt** to practice **interface**

**DivineStateEnumClass.kt** to practice **enum class**

A screenshot of a computer

Description automatically generated

The user will enter any name they want for the character, any race (Saiyan, Earthling, or Namekian) and a power level between 1 and 10 is automatically assigned to the character.

Then, the user is asked whether they would like to transform and depending on the race of the character, a different transformation will occur.

No Input validation is performed here because it falls outside the scope of this simple project.

**File = data class CharacterDetailsDataClass.kt**

Holds 3 variables (name, race, power) that are the constructor for each new instance of a character class (which I named as CharacterDetailsDataClass for practice)

The declaration also implements the AttackInterface.kt Interface to override a function from it

The function transform() which is declared on the AttackInterface interface is implemented inside the data class, overwriting the declaration made in AttackInterface.kt so that I can use the race attribute to determine the correct transformation according to the rules of the Dragon Ball universe.

**File = interface AttackInterface.kt**

Holds two functions.

1. fun yell() which will only print a scream.
2. fun transform() which is declared in this file but implemented inside the data class.

**File = enum class DivineStateEnumClass.kt**

I use an enum class to hold 3 constants (Mortal, God, Angel) which in Dragon Ball are three classifications of power.

Because I do not need these to do anything complex a simple enum class is preferred over something like a sealed class

**File = Main.kt**

On the main function I take the input from the user and make a new instance of the character class with it (that I named CharactersDetailsDataClass) and print it using the class attributes.

I also calculate whether the power level of the character corresponds to a Mortal, God or Angel (enum class).

And finally I ask the user whether he wants to transform or not which is the use of the transform() function declared on the AttackInterface interface and implemented on CharactersDetailsDataClass data class.

TODO: This same application on Android.