*#技能系统*

*#用到 封装 继承 多态*

*#开闭 单一 依赖倒置*

*#影响效果*

**class** SkillImpactEffect:

*'''*

*技能影响效果*

*'''*

**def** impact(self):

**pass**

*#伤害效果*

**class** DamageEffect(SkillImpactEffect):

**def** \_\_init\_\_(self,value):

self.value = value

**def** impact(self):

print(**'扣你%d血'** % self.value)

*#消耗法力*

**class** CostSPEffect(SkillImpactEffect):

**def** \_\_init\_\_(self,value):

self.value = value

**def** impact(self):

print(**'消耗%d法力'** % self.value)

*#降低防御力*

**class** LowerDeffenseEffect(SkillImpactEffect):

**def** \_\_init\_\_(self, ratio, time):

self.ratio = ratio

self.time = time

**def** impact(self):

print(**'降低防御%.1f防御力,持续%.1f秒'** % (self.ratio,self.time))

*#技能释放器*

**class** SkillDeployer:

*'''*

*技能释放器*

*'''*

**def** \_\_init\_\_(self,name):

self.name = name

*#保存配置文件内容*

self.\_\_dict\_skill\_config = self.\_\_loacd\_config\_file()

*#保存创建好的效果对象*

self.\_\_list\_effect\_object = self.\_\_create\_effect\_object()

*#读配置文件*

**def** \_\_loacd\_config\_file(self):

**return** {

**'韦陀杵'**:[**"LowerDeffenseEffect(0.3,2.5)"**,**"CostSPEffect(20)"**,**"DamageEffect(200)"**],

**'亢龙有悔'**:[**"DamageEffect(500)"**,**"CostSPEffect(100)"**]

}

*#创建对象*

**def** \_\_create\_effect\_object(self):

*#在字典中 根据技能名找到影响效果 实现*

*#亢龙有悔* *["DamageEffect(500)","CostSPEffect(100)"]*

list\_effect\_name = self.\_\_dict\_skill\_config[self.name]

*#列表 字符串*

*#"DamageEffect(500)" DamageEffect(500)*

*#eval("DamageEffect(500)")*

*# list\_effect\_object = []*

*# for item in list\_effect\_name:*

*# list\_effect\_object.append(eval(item))*

*# return list\_effect\_object*

**return** [eval(item) **for** item **in** list\_effect\_name]

*#调用方法*

**def** genernate\_skill(self):

print(**'看招'**,self.name)

**for** item **in** self.\_\_list\_effect\_object:

item.impact()

skill01 = SkillDeployer(**"亢龙有悔"**)

skill01.genernate\_skill()