

1/14일 (19th) 게임만들기

```
1 public class DamageCalcRequestObject {  
2     private float pAtk, mAtk;  
3     private float hp, mp;  
4     private float pDef, mDef;  
5     private float str, con, dex, agi, iq, men;  
6  
7     public void procDamageCalcRequestObject (SelectedCharacter monsterSc)  
8     {  
9         switch (monsterSc.getSelectedNum()) {  
10             case MonsterNumber.FENRYL:  
11                 procAllData((Fenryl) monsterSc.getCharacter());  
12                 break;  
13             case MonsterNumber.FIELD:  
14                 procAllData((FieldMonster) monsterSc.getCharacter());  
15                 break;  
16         }  
17     }  
18  
19     public void procAllData (Fenryl fenryl) {  
20         pAtk = fenryl.pAtk;  
21         mAtk = fenryl.mAtk;  
22         hp = fenryl.hp;  
23         mp = fenryl.mp;  
24         pDef = fenryl.pDef;  
25         mDef = fenryl.mDef;  
26         str = fenryl.str;  
27         con = fenryl.con;  
28         dex = fenryl.dex;  
29         agi = fenryl.agi;  
30         iq = fenryl.iq;  
31         men = fenryl.men;  
32     }  
33 }  
34
```

```
19 @  
20  
21 public void procAllData (Fenryl fenryl) {  
22     pAtk = fenryl.pAtk;  
23     mAtk = fenryl.mAtk;  
24     hp = fenryl.hp;  
25     mp = fenryl.mp;  
26     pDef = fenryl.pDef;  
27     mDef = fenryl.mDef;  
28     str = fenryl.str;  
29     con = fenryl.con;  
30     dex = fenryl.dex;  
31     agi = fenryl.agi;  
32     iq = fenryl.iq;  
33     men = fenryl.men;  
34 }  
35
```

```
36 public void procAllData (FieldMonster fieldMonster) {  
37     pAtk = fieldMonster.pAtk;  
38     mAtk = fieldMonster.mAtk;  
39     hp = fieldMonster.hp;  
40     mp = fieldMonster.mp;  
41     pDef = fieldMonster.pDef;  
42     mDef = fieldMonster.mDef;  
43     str = fieldMonster.str;  
44     con = fieldMonster.con;  
45     dex = fieldMonster.dex;  
46     agi = fieldMonster.agi;  
47     iq = fieldMonster.iq;  
48     men = fieldMonster.men;  
49 }  
50
```

이 리턴값은 여기 클래스의 객체값으로 되는데
이 클래스의 객체는 펜릴인가? 필드몬스터인가요? ---이것을 선택하는 것이 저 네모박스 부분일까요??
결국 이건 누구의 값인가요?

```
51  
52 public float getPAtk() { return pAtk; }  
53  
54 public float getmAtk() { return mAtk; }  
55  
56  
57 public float getHp() { return hp; }  
58  
59  
60 public float getMp() { return mp; }  
61  
62  
63  
64
```

