

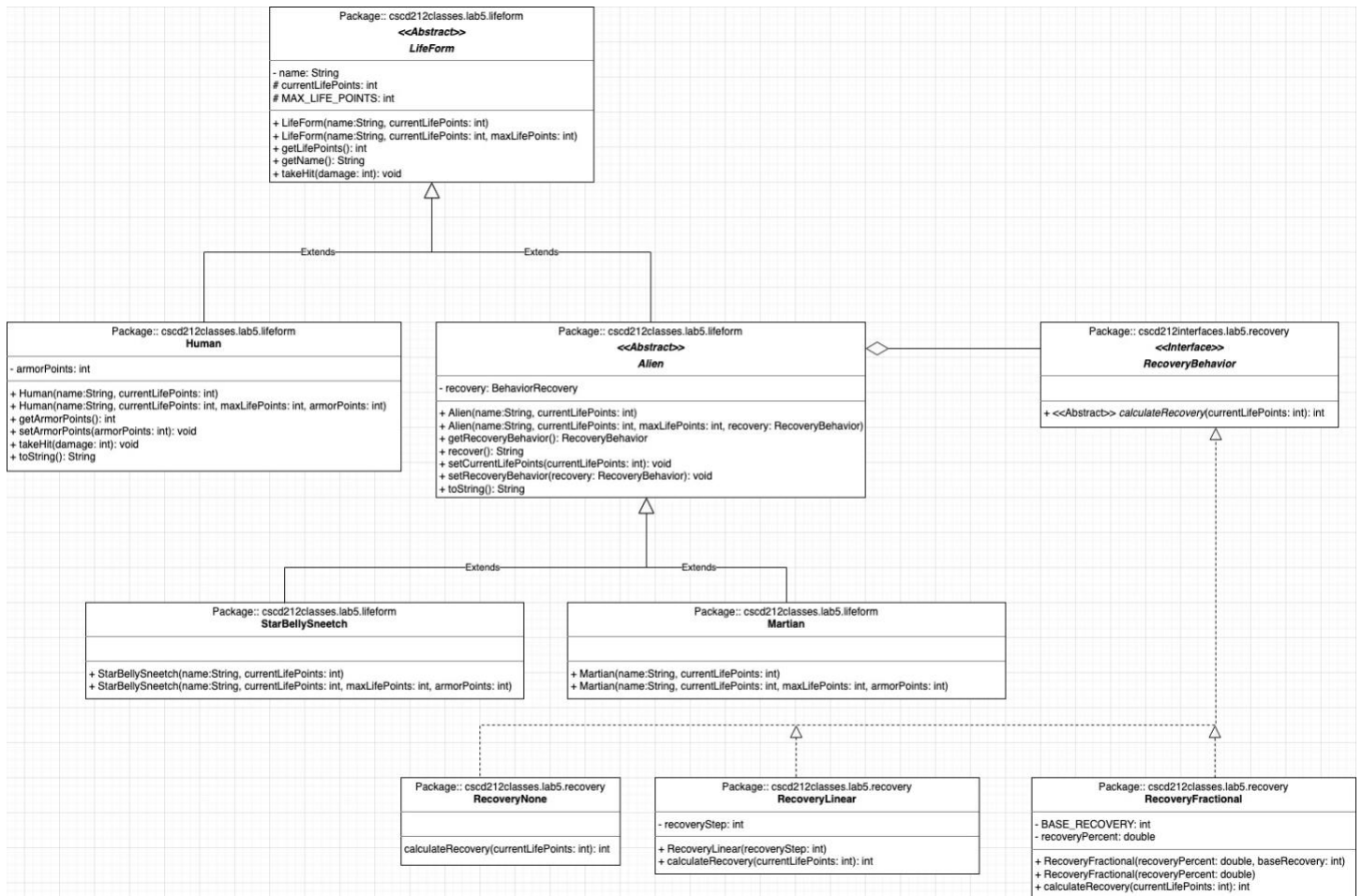
# CSCD 212

## Lab 5

### Strategy Pattern

You have a great idea for a new alien D & D game. The foundation is based on different aliens having differing abilities to recover from hits. Some aliens can't recover at all, some recover a fixed amount each time period, and some recover a fixed fraction of what health they are missing each time period. Since we like to separate what varies from what stays the same, we're going to use the Strategy Pattern to build this part of our game.

Below is a UML diagram that is meant as a guide for your solution.



#### NOTES:

- See the individual Java files for its comments. The comments and the UML above should be all you need to complete this assignment.
- The only Java file that is in the correct package is CSCD212Lab5.java that contains main and CSCD212Lab5Test.java.
- You will need to create the appropriate packages and move the Java files into the appropriate package.