Fantasy Creature

Grade settings: Maximum grade: 100
Disable external file upload, paste and drop external content: Yes
Based on: Fantasy Creature
Run: Yes **Evaluate**: Yes
Automatic grade: Yes

In a fantasy world, there exist various powerful creatures that roam the lands. A group of adventurers wanted to keep track of these creatures and their hit points,. You are being the software developer, help the adventures to implement the functionalities.

Component Specification: FantasyCreature

Type (Class)	Attributes	Methods
FantasyCreature	private Map<String, Integer> **fantasyCreatureMap**	Getter and setter methods for the attribute are included in the code skeleton.

Note: *Here the fantasyCreatureMap, holds the Key as creatureName and Value as hitPoints.*

Requirement 1: Find the hit points of the creature based on the given creature name.

Type (Class)	Methods	Responsibilities
FantasyCreature	public int **findTheHitPointsForTheGivenCreature**(String creature)	This method accepts a parameter, **creature**. It finds the hit points of the creature for the given creature and returns the result. Else return -1. ***Condition:*** ***creatureName*** *is case Sensitive.*

Requirement 2: Filter the creatures based on the hit points.

Type (Class)	Methods	Responsibilities
FantasyCreature	public List<String> **findTheCreatureNamesBasedOnTheHitpoints**()	This method filters the creatureName and returns the list of creatureName's based on the hits points of the creature. ***Condition: All the creatures whose hit points is greater than or equal to 80.***

You are provided with the main method as code template and it is excluded from evaluation.

Note:

- In the Sample Input / Output provided, the highlighted text in bold corresponds to the input given by the user, and the rest of the text represents the output.
- Ensure to follow the object-oriented specifications provided in the question description.

- Ensure to provide the names for the classes, attributes, and methods as specified in the question description.
- Adhere to the code template, if provided.

Sample Input / Output 1

Enter number of creatures to be added

8

Enter the creatures (CreatureName: HitPoints)

Banshee:70

Basilisk:80

BlackKnight:100

Brownie:36

Cerberus:45

Changeling:27

Djinn:91

Zombie:56

Enter the fantasy creature name

BlackKnight

The Hit Points for the Black Knight is 100

Fantasy Creatures based on the condition are

Djinn

BlackKnight

Basilisk

Sample Input / Output 2

Enter number of creatures to be added

6

Enter the creatures (CreatureName: HitPoints)

Ghost:25

Ghoul:56

Harpy:69

Imp:78

Leprechaun:48

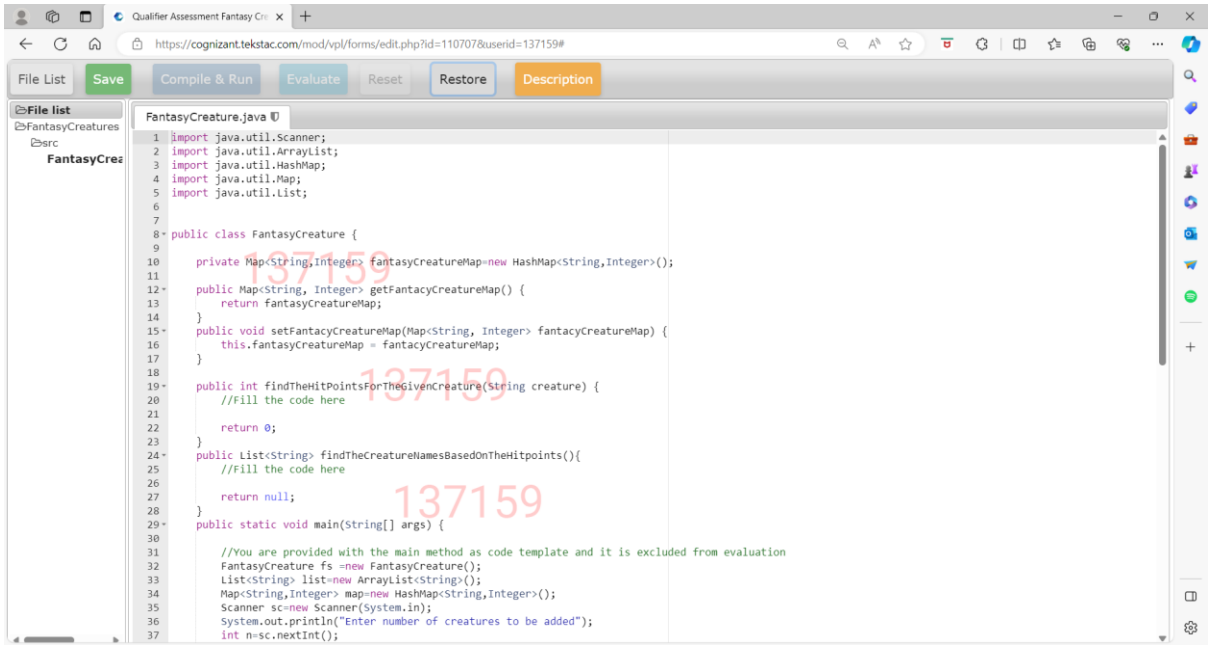
Naga:72

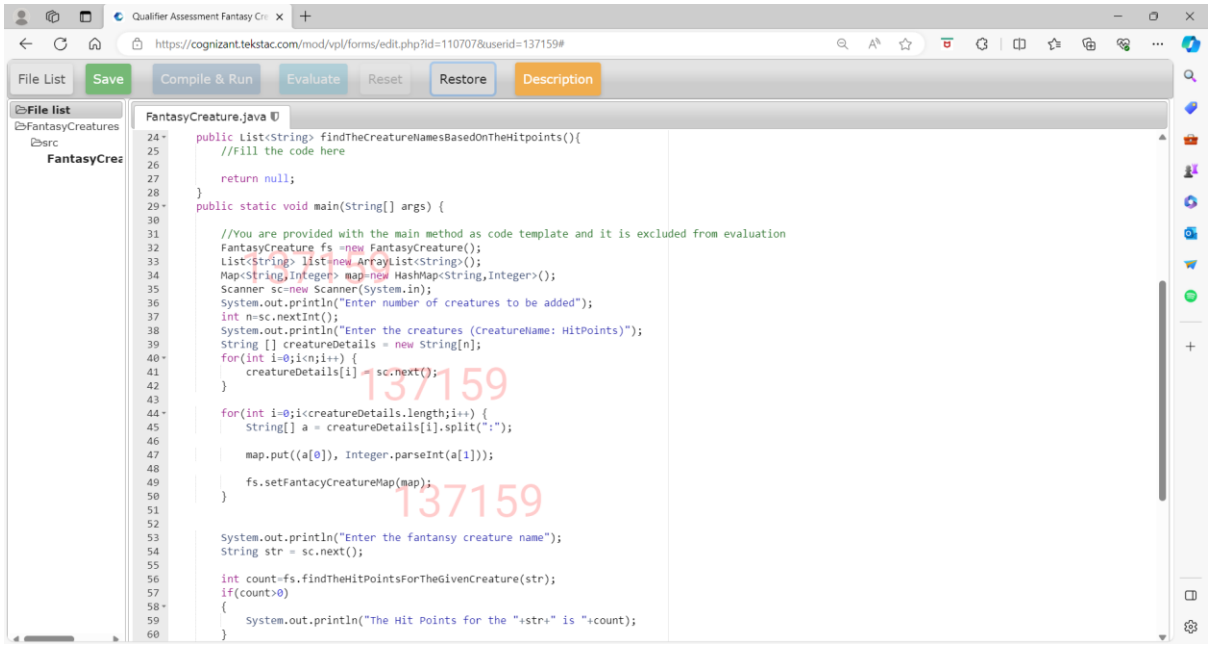
Enter the fantasy creature name

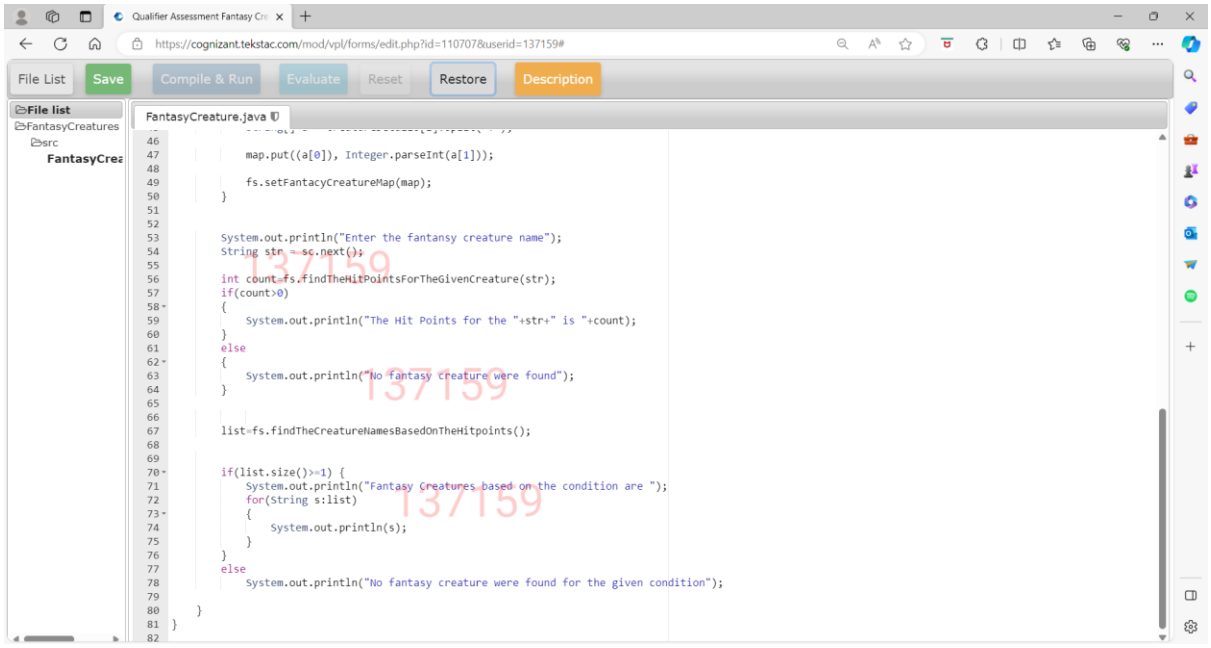
Roc

No fantasy creature were found

No fantasy creature were found for the given condition






Qualifier Assessment Fantasy Cre
https://cognizant.tekstac.com/mod/vpl/forms/edit.php?id=1107078&userid=137159#
File List
Save
Compile & Run
Evaluate
Reset
Restore
Description
File list
FantasyCreatures
src
FantasyCrea
FantasyCreature.java
map.put((a[0]), Integer.parseInt(a[1]));
fs.setFantacyCreatureMap(map);
System.out.println("Enter the fantansy creature name");
String str = sc.next();
int count=fs.findTheHitPointsForTheGivenCreature(str);
if(count>0)
System.out.println("The Hit Points for the "+str+" is "+count);
else
System.out.println("No fantasy creature were found");
list=fs.findTheCreatureNamesBasedOnTheHitpoints();
if(list.size()>=1) {
System.out.println("Fantasy Creatures based on the condition are ");
for(String s:list)
System.out.println(s);
else
System.out.println("No fantasy creature were found for the given condition");
}
}