



This is going
to make code

so . . .

so much
more
compact



With this technique
we can create objects

dynamically!

every method call
can creates
different looking
objects



Let's go!

Second
round?



Let's go!

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17



Very good!

But it is
getting late,
and we need
dinner

let's collect
some potatoes

from the walls on
the way home

Cool, more
potatoes, what
are we going to
eat them with?



Potatoes
with
potatoes and
potatoes!

We have been
in the
village all
day, right?

we will need to gather more
food tomorrow

We can not just weigh down on
the limited food stores of
the village





Why is this
village so
short on food?

Can we not trade
with the other
villages for more
food?



I fear we are all in
the same boat here

We used to have
cultivated land
all around

but now only a few
villages survived
by building walls
around them like us



I had a lot of fun training Archery today

What language are they written in?

Those magic codes are powerful



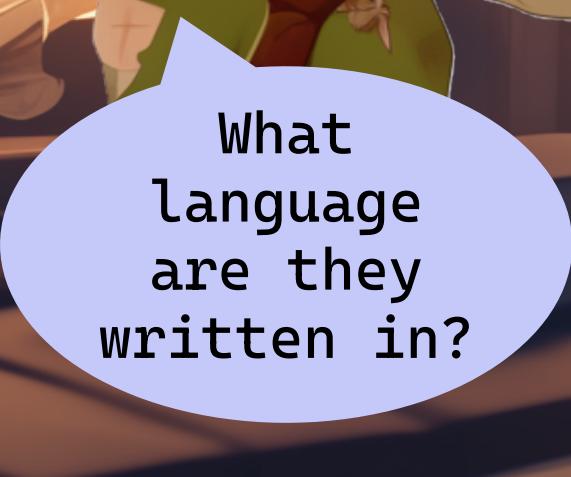
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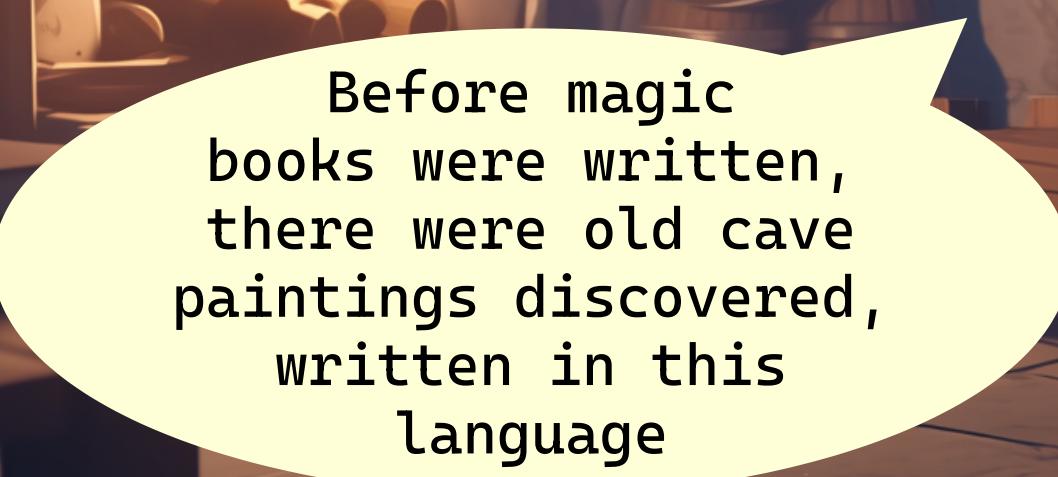
Those magic codes are powerful



Well... nobody really knows



What language are they written in?



Before magic books were written, there were old cave paintings discovered, written in this language

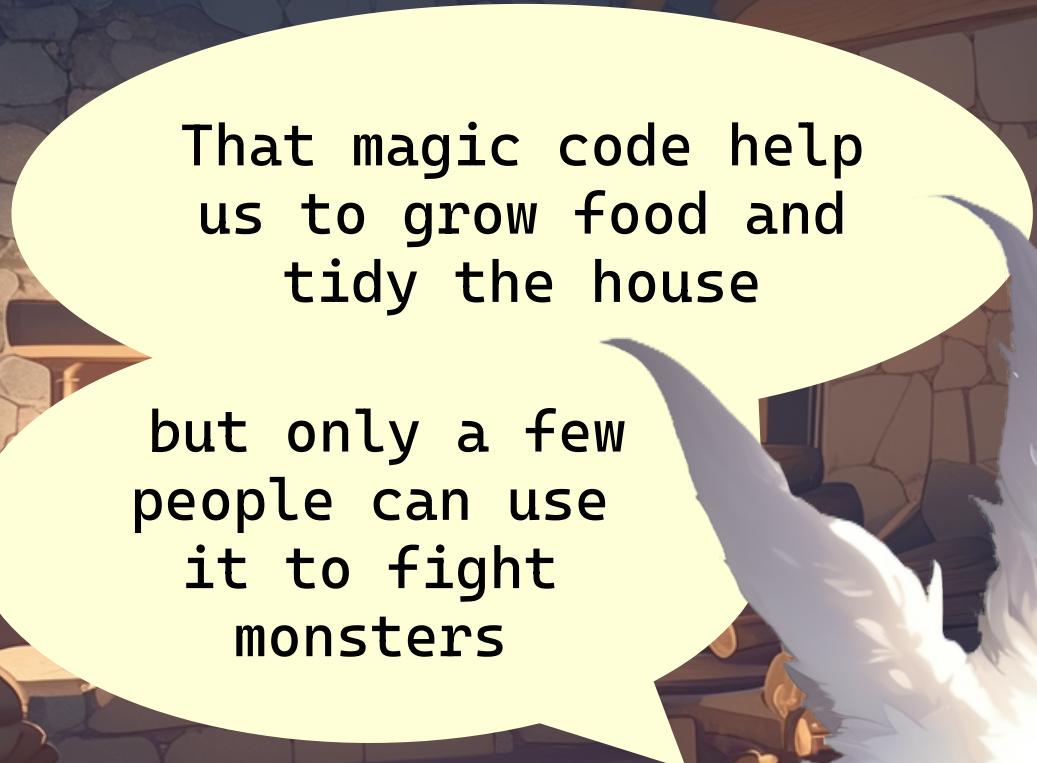


It is from long ago
Some people
believe it is the
language
of the monsters





So, how do
you call it
then?



That magic code help
us to grow food and
tidy the house



but only a few
people can use
it to fight
monsters



We call these
monster fighters
"the Fearless Few"

and we call the
language
*"the Language of
the Fearless Few"*
or just *"Fearless"*
for short

They head to bed, and
dream of fighting
monsters using Fearless



Day 2 completed

