

```
public void Battle (Character attacker, Character defender)  
(if attacker = Player) {  
    ch = choices ((a) angriff, (m) magic, (u) use Item (v) weapon)
```

```
    switch (ch) {
```

```
        case (a):
```

```
            defender.life = defender.life - (attacker.Atk - defender.def);  
            break;
```

```
        case (m):
```

```
            defender.life = defender.life - attacker.MagicAtk * 2
```

```
            attacker.Magic = attacker.Magic - attacker.MagicAtk  
            break;
```

```
        case (u):
```

```
            useItem()
```

```
            break
```

```
        case (v):
```

```
            attacker.inRoom = false;
```

```
            break
```

```
    }
```

```
    }
```

```
else {
```

```
    defender.life = defender.life - (attacker.Atk - defender.def)
```

```
}
```

```
if (defender.life == 0) {
```

```
    win(defender, attacker) }
```

```
else { Battle (defender, attacker)
```