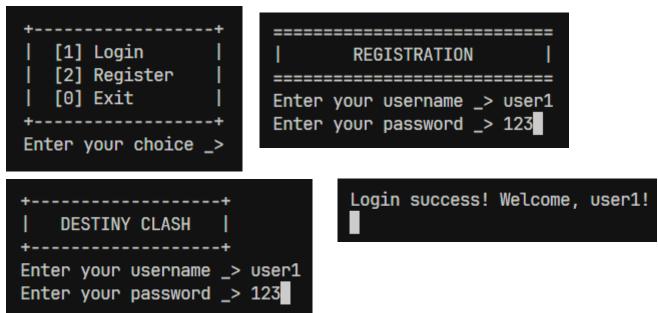
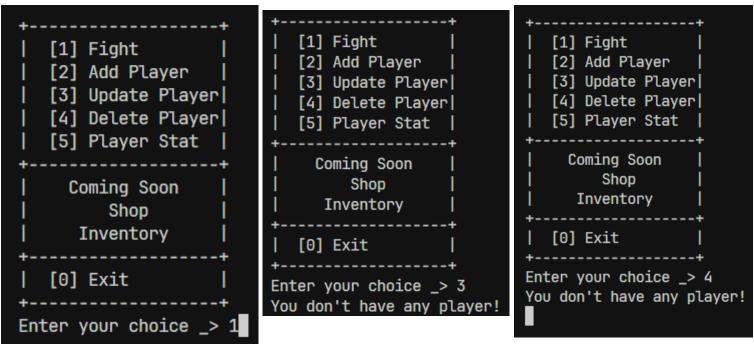
Nama: Maulana Agus Setiawan

NIM: 2209106024 Kelas: A2-2022 Posttest 4 PBO

Login & Registrasi



Menu User



You need to create a player character first!

CRUD Player

Jika ingin Fight tetapi sudah hapus player

You need to create a player character first!

Login & CRUD Admin

```
+----+

| DESTINY CLASH |

+----+

Enter your username _> admin

Enter your password _> admin
```

Add Enemy

```
| [1] Add Enemy |
| [2] View Enemy |
| [3] Update Enemy |
| [4] Delete Enemy |
| [0] Logout |
+-----+
Enter your choice _> 1
Enter Stage: 1
Enter Enemy name: Tutorial Bot
Enter Enemy health: 10
Enter Enemy damage: 2
Enter Exp given: 100

Enemy added successfully!
```

Read Enemy

```
ID: 5
+----+
Stage: 3
+----+
Name: Rahul
Health: 100
Damage: 32
XP: 32
+----+
ID: 6
Stage: 1
+----+
Name: Tutorial Bot
Health: 10
Damage: 2
XP: 100
+----+
Press Enter to go back to Admin menu...
```

Update Enemy

```
ID: 5
+----+
Stage: 3
+----+
Name: Rahul
Health: 100
Damage: 32
XP: 32
ID: 6
Stage: 1
+----+
Name: Tutorial Bot
Health: 10
Damage: 2
XP: 100
Enter the ID of the enemy you want to update: 5
Enter the new name for the enemy: Byois
Enter the new health for the enemy: 100
Enter the new damage for the enemy: 20
Enter the new xp given: 32
Enemy updated successfully!
```

Hapus Enemy

ID: 4 Stage: 2 Name: Shao Health: 50 Damage: 15 XP: 15 ID: 5 Stage: 3 Name: Byois Health: 100 Damage: 20 XP: 32 ID: 6 Stage: 1 +----+ Name: Tutorial Bot Health: 10 Damage: 2 XP: 100 Enter the ID of the enemy you want to delete: 4 Enemy deleted successfully!

Hasil Update & Hapus

ID: 3 ++ Stage: 3
++ Name: Quad Health: 60 Damage: 20 XP: 25
TD: 5
++ Stage: 3 ++
Name: Byois Health: 100 Damage: 20 XP: 32
ID: 6
Stage: 1 ++ Name: Tutorial Bot Health: 10
Damage: 2 XP: 100 +
Press Enter to go back to Admin menu

Fight Player

Choose Stage: 1
Available enemies in Stage 1:
1. Cruz - Health: 25 - Damage: 5
Choose an enemy to fight (enter the enemy ID): 1

Choose your move:
[1] Rock
[2] Paper
[3] Scissors
Enter your choice -> 1
You chose Rock
Cruz chose Scissors
+-----+
HGX wins!
+-----+
HGX - Health: 100
Cruz - Health: 15
+-----+

Penambahan XP Player

Choose your move:
[1] Rock
[2] Paper
[3] Scissors
Enter your choice -> 1

```
Choose your move:
[1] Rock
[2] Paper
[3] Scissors
Enter your choice -> 1
You chose Rock
Cruz chose Scissors
+----
HGX wins!
HGX - Health: 95
Cruz - Health: -5
+-----
========
You won!
You gained 10 XP!
========
```

Penambahan Level player apabila XP == 100

```
Choose your move:
[1] Rock
[2] Paper
[3] Scissors
Enter your choice -> 1
You chose Rock
Tutorial Bot chose Scissors
+-----+
HGX wins!
+----+
HGX - Health: 98
Tutorial Bot - Health: 0
=======
You won!
You gained 100 XP!
=======
Congratulations! You leveled up!
You are now level 2!
_____
```

Final Variable

```
public class DbConnection {
   private static final String JDBC_DRIVER = "com.mysql.jdbc.Driver";
   private static final String DB_URL = "jdbc:mysql://localhost/destinyclash";
   private static final String USER = "root";
   private static final String PASS = "";
```

Abstract Class

```
abstract class Chara {
   protected String name;
   protected int health, damage, xp;

abstract void display();
```

Overriding 1 Display di Enemy.java

Overriding 2 Display di Player.java

```
@Override
public void display() {
    System.out.println("=".repeat(count:15));
    System.out.println(x:"Player Info");
    System.out.println("=".repeat(count:15));
    System.out.println("Level: " + level);
    System.out.println("Name: " + name);
    System.out.println("Health: " + health);
    System.out.println("Damage: " + damage);
    System.out.println("XP: " + xp);
    System.out.println("=".repeat(count:15));
    System.out.println();
}
```