

## Solución

### Clase MarioAdapter

```
1 class MarioAdapter {  
2   constructor(mInstance) {  
3     this.mInstance = mInstance;  
4   }  
5 }
```

### Método attack

```
6   attack(target) {  
7     target.health -= this.mInstance.jumpAttack();  
8   }  
9 }
```

## Ejecución de Pruebas

7kyu PatternCraft - Adapter

☆ 30 🌟 16 🏆 90% of 94 🏆 185 of 409 👤 brunolm 📄 1 Issue Reported

JavaScript Node v8.1.3 VIM EMACS

Instructions Output

Time: 923ms Passed: 5 Failed: 0

Test Results:

- Adapter
  - ▶ Mario does not have attack
  - ▶ MarioAdapter can attack
  - ▶ All units attack
  - ▶ Adapter has constructor argument (2 of 2 Assertions)

Completed in 3ms

You have passed all of the tests! :)

Solution:

```
1 class MarioAdapter {  
2   constructor(mInstance) {  
3     this.mInstance = mInstance;  
4   }  
5 }  
6   attack(target) {  
7     target.health -= this.mInstance.jumpAttack();  
8   }  
9 }
```

✓ Correctamundo! You may take your time to refactor/comment your solution. Submit when ready.

Sample Tests:

```
1 describe('Adapter', () => {  
2   const mario = new Mario();  
3 }  
4 it('Mario does not have attack', () => {  
5   const marioTest = new Mario();  
6 }  
7   Test.expect(typeof marioTest.attack === 'undefined');
```

RESET TEST SUBMIT