

**CSE 1206**  
**Assignment 1      Marks: 10**

1. Create a project named ShipDemo where there will be two classes: **ShipDemo** (this will contain the main class) and **EnemyShip**.
2. EnemyShip class will contain the following attributes.

Public Variables
<b>Velocity:</b> double <b>Name:</b> String <b>NumberOfGuns:</b> int <b>isAnAlly:</b> boolean

Public Method
<b>GetFightingPower(int val):</b> Returns the FightingPower(double) of the ship according to the following rule: If NumberOfGuns > 20, FightingPower = Velocity * val * 0.6. If not, FightingPower = Velocity * val * 0.2

Constructors
<ol style="list-style-type: none"><li>1. One empty constructor, which will set Velocity = -1, Name = "Empty", NumberOfGuns = -1, isAnAlly = false, by default</li><li>2. Another constructor with four parameters Velocity, Name, NumberOfGuns, and isAnAlly, will initialize the public variables according the parameters value respectively.</li></ol>

3. Create a main method in the ShipDemo class, from which our project will start. In the main method, create two objects of the EnemyShip class, initialize one without passing any parameters, and another one with four parameters of your choice.
4. Print all the attributes from the two objects you created. Initialize another variable Value(integer type) with any value you like, and pass it to call GetFightingPower(int val) from the second object. Print the returned value.

Sample Output:

Name: Empty Velocity: -1.0 NumberOfGuns: -1
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IsAnAlly: false

Name: Gladiatior

Velocity: 10.2

NumberOfGuns: 30

IsAnAlly: false

Fighting Power: 18.36