


Q1. Damage Detection

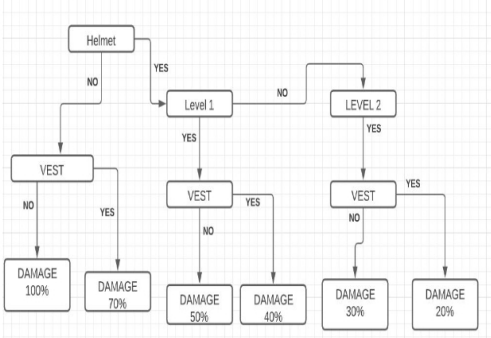
Solved



Stuck somewhere?

Ask for help from a TA and get it resolved.

[Get help from TA.](#)



```
graph TD; Helmet[Helmet] -- NO --> VEST1[VEST]; Helmet -- YES --> Level1[Level 1]; VEST1 -- NO --> Damage100[DAMAGE 100%]; VEST1 -- YES --> Damage70[DAMAGE 70%]; Level1 -- NO --> Level2[LEVEL 2]; Level1 -- YES --> VEST2[VEST]; Level2 -- YES --> VEST3[VEST]; Level2 -- NO --> Level2; VEST2 -- NO --> Damage50[DAMAGE 50%]; VEST2 -- YES --> Damage40[DAMAGE 40%]; VEST3 -- NO --> Damage30[DAMAGE 30%]; VEST3 -- YES --> Damage20[DAMAGE 20%];
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You are having a Helmet of Level 1 and a VEST, what will be the damage?

You have already attempted this problem, to see your original answer, [Click Here](#) . However you can re attempt this problem but your score will not be revised

☐

50%

☐

40%

☐

70%

☐

30%