CMPE 101: Object Oriented Programming
Worksheet 6C

Istanbul Bilgi University

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Part I

Create a `Monster` class that has properties given below.

- String *name*,

- int *power*,

- int *criticalChance*.

Write the necessary constructor, get & set, and `toString` methods.

Part II

Write an `attack` method for `Monster` class that takes an integer parameter, i.e. *critical-Multiplier*. The method returns the (*power***criticalMultiplier*) if a random number hits *criticalChance*, otherwise it returns *power*.

Part III

Write a `battle` method for another class (Test) that takes two parameters: (1) `Monster` object, (2) an integer *wizardHealth* parameter. The `Monster` object `attack`s until *wizardHealth* is below 0.

Note: Do not compress your files, submit only java files.
Note: Do not forget to justify your answers with comments.