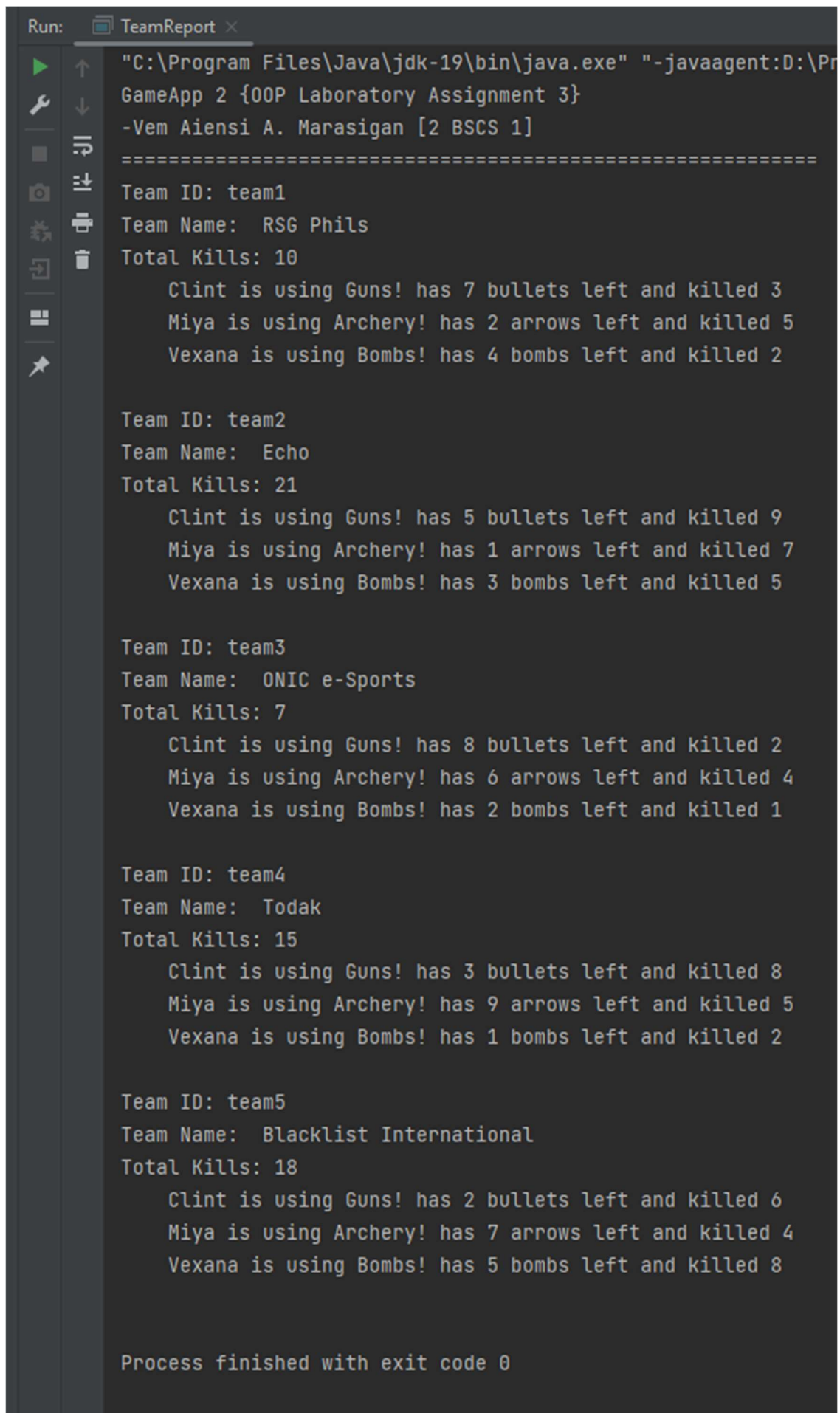


**ASSIGNMENT 3****MARASIGAN, VEM AIENSI A.**

2BSCS-1

**OUTPUT**

```
Run: TeamReport x
"C:\Program Files\Java\jdk-19\bin\java.exe" "-javaagent:D:\Pr
GameApp 2 {00P Laboratory Assignment 3}
-Vem Aiensi A. Marasigan [2 BSCS 1]
=====
Team ID: team1
Team Name:  RSG Phils
Total Kills: 10
    Clint is using Guns! has 7 bullets left and killed 3
    Miya is using Archery! has 2 arrows left and killed 5
    Vexana is using Bombs! has 4 bombs left and killed 2

Team ID: team2
Team Name:  Echo
Total Kills: 21
    Clint is using Guns! has 5 bullets left and killed 9
    Miya is using Archery! has 1 arrows left and killed 7
    Vexana is using Bombs! has 3 bombs left and killed 5

Team ID: team3
Team Name:  ONIC e-Sports
Total Kills: 7
    Clint is using Guns! has 8 bullets left and killed 2
    Miya is using Archery! has 6 arrows left and killed 4
    Vexana is using Bombs! has 2 bombs left and killed 1

Team ID: team4
Team Name:  Todak
Total Kills: 15
    Clint is using Guns! has 3 bullets left and killed 8
    Miya is using Archery! has 9 arrows left and killed 5
    Vexana is using Bombs! has 1 bombs left and killed 2

Team ID: team5
Team Name:  Blacklist International
Total Kills: 18
    Clint is using Guns! has 2 bullets left and killed 6
    Miya is using Archery! has 7 arrows left and killed 4
    Vexana is using Bombs! has 5 bombs left and killed 8

Process finished with exit code 0
```

CSL222-18 Object Oriented Programming

## ASSIGNMENT 3

MARASIGAN, VEM AIENSI A.  
2BSCS-1

SOURCE CODE -TeamReport (Main)-

```
TeamReport.java x teamInfo.csv x Team.java x Warrior.java x TeamDA.java x WarriorDA.java x Clint.java x Miya.java x Vexana.java x
1 package ui;
2
3 import dao.TeamDA;
4
5 import java.io.FileNotFoundException;
6
7
8 no usages
9 public class TeamReport {
10
11 no usages
12 public static void main(String[] args) throws FileNotFoundException
13 {
14     TeamDA teamDA = new TeamDA();
15     String output = "GameApp 2 {00P Laboratory Assignment 3}\n" +
16         "-Vem Aiensí A. Marasigan [2 BSCS 1]\n" +
17         "=====\n";
18
19     for(int count = 0; count<teamDA.getTeamList().size(); count++)
20     {
21         output += "Team ID: " + teamDA.getTeamList().get(count).getTeamID() + "\n" +
22             "Team Name: " + teamDA.getTeamList().get(count).getTeamName() + "\n" +
23             "Total Kills: " + teamDA.getTeamList().get(count).getTotalKills() + "\n";
24         for (int count1 = 0; count1<teamDA.getTeamList().get(count).getWarriorList().size(); count1++)
25         {
26             output += "\t" + teamDA.getTeamList().get(count).getWarriorList().get(count1).showWarriorAndKills() + "\n";
27         }
28         output += "\n";
29     }
30     System.out.print(output);
31 }
32 }
```

SOURCE CODE – Warrior (Interface)

```
TeamReport.java x teamInfo.csv x Team.java x Warrior.java x
1 package domain;
2
3 17 usages 3 implementations
4 public interface Warrior {
5     2 usages 3 implementations
6     String showWarriorAndKills();
7 }
8 |
```

**ASSIGNMENT 3**

MARASIGAN, VEM AIENSI A.

2BSCS-1

**SOURCE CODE - Team**

```
port.java x teamInfo.csv x Team.java x Warrior.java x TeamDA.java x WarriorDA.java x Clint.java x
package domain;

import java.util.ArrayList;
import java.util.List;

6 usages
public class Team {
    2 usages
    private String teamID;
    2 usages
    private String teamName;
    3 usages
    private Integer totalKills;

    4 usages
    private List<Warrior> warriorList;

    1 usage
    public String getTeamID() { return teamID; }

    1 usage
    public void setTeamID(String teamID) { this.teamID = teamID; }

    1 usage
    public String getTeamName() { return teamName; }

    1 usage
    public void setTeamName(String teamName) { this.teamName = teamName; }

    1 usage
    public Integer getTotalKills() { return totalKills; }

    1 usage
    public void setTotalKills() {
        this.totalKills = 0;
        for (int count = 0; count < warriorList.size(); count++)
        {
            String data = warriorList.get(count).showWarriorAndKills();
            data = String.valueOf(data.charAt(data.length()-1));
            this.totalKills += Integer.parseInt(data);
        }
    }

    2 usages
    public List<Warrior> getWarriorList() { return warriorList; }

    1 usage
    public void setWarriorList(List<Warrior> warriorList) { this.warriorList = warriorList; }
}
```

**ASSIGNMENT 3**

MARASIGAN, VEM AIENSI A.

2BSCS-1

**SOURCE CODE - TeamDA**

```

package dao;

import domain.Team;
import domain.Warrior;

import java.io.FileNotFoundException;
import java.io.FileReader;
import java.util.ArrayList;
import java.util.List;
import java.util.Scanner;

3 usages
public class TeamDA {
    3 usages
    private List<Team> teamList;
    6 usages
    public List<Team> getTeamList() { return teamList; }
    1 usage
    public TeamDA() throws FileNotFoundException
    {
        Scanner teamInfo = new Scanner(new FileReader( fileName: "src/teamInfo.csv"));
        teamList = new ArrayList<Team>();

        while (teamInfo.hasNext())
        {
            String teamString = teamInfo.nextLine();
            String [] teamData = new String [2];
            teamData = teamString.split( regex: ",");

            //teamData[0] - teamID
            //teamData[1] - teamName

            Team team = new Team();
            WarriorDA warriorDA = new WarriorDA(teamData[0]);

            team.setTeamID(teamData[0]);
            team.setTeamName(teamData[1]);
            team.setWarriorList(warriorDA.getWarriorList());
            team.setTotalKills();
            teamList.add(team);
        }
    }
}

```



## ASSIGNMENT 3

MARASIGAN, VEM AIENSI A.

2BSCS-1

SOURCE CODE – WarriorDA

```

package dao;

import domain.*;

import java.io.*;
import java.util.*;

2 usages
public class WarriorDA {
    5 usages
    private List<Warrior> warriorList;
    1 usage
    public List<Warrior> getWarriorList() { return warriorList; }
    1 usage
    public WarriorDA(String teamID) throws FileNotFoundException
    {
        Scanner teamStatInfo = new Scanner(new FileReader( fileName: "src/teamStatInfo.csv"));
        warriorList = new ArrayList<Warrior>();

        while (teamStatInfo.hasNext())
        {
            String warriorString = teamStatInfo.nextLine();
            String [] warriorData = new String [4];
            warriorData = warriorString.split( regex: " ");

            //warriorData[0] - teamID
            //warriorData[1] - warriorID
            //warriorData[2] - ammunationsLeft
            //warriorData[3] - number of kills

            if (teamID.equals(warriorData[0]))
            {
                switch(warriorData[1])
                {
                    case "warrior1":
                        Warrior clint = new Clint();
                        ((Clint)clint).setWarriorID(warriorData[1]);
                        ((Clint)clint).setWeapon("Guns");
                        ((Clint)clint).setBulletsLeft(Integer.parseInt(warriorData[2]));
                        ((Clint)clint).setNoOfKills(Integer.parseInt(warriorData[3]));
                        warriorList.add(clint);
                        break;

                    case "warrior2":
                        Warrior miya = new Miya();
                        ((Miya)miya).setWarriorID(warriorData[1]);
                        ((Miya)miya).setWeapon("Archery");
                        ((Miya)miya).setArrowsLeft(Integer.parseInt(warriorData[2]));
                        ((Miya)miya).setNoOfKills(Integer.parseInt(warriorData[3]));
                        warriorList.add(miya);
                        break;

                    case "warrior3":
                        Warrior vexana = new Vexana();
                        ((Vexana)vexana).setWarriorID(warriorData[1]);
                        ((Vexana)vexana).setWeapon("Bombs");
                        ((Vexana)vexana).setBombsLeft(Integer.parseInt(warriorData[2]));
                        ((Vexana)vexana).setNoOfKills(Integer.parseInt(warriorData[3]));
                        warriorList.add(vexana);
                        break;

                    default:
                        System.exit( status: 0);
                }
            }
        }
    }
}

```

Source files: [https://drive.google.com/drive/folders/18OKWMNwlzhAnXKst5Jt-AAq2Vyz4oxD?usp=share\\_link](https://drive.google.com/drive/folders/18OKWMNwlzhAnXKst5Jt-AAq2Vyz4oxD?usp=share_link)

**ASSIGNMENT 3**

MARASIGAN, VEM AIENSI A.

2BSCS-1

SOURCE CODE – Clint &amp; Miya

```

package domain;

import domain.Warrior;

5 usages
public class Clint implements Warrior {
    1 usage
    private String warriorID;
    2 usages
    private String weapon;
    2 usages
    private Integer bulletsLeft;
    2 usages
    private Integer noOfKills;

    2 usages
    @Override
    public String showWarriorAndKills() {
        String string = "Clint is using " + this.weapon + "! has "
            + this.bulletsLeft + " bullets left and killed " + this.noOfKills;
        return string;
    }
    1 usage
    public void setWarriorID(String warriorID) { this.warriorID = warriorID; }
    1 usage
    public void setWeapon(String weapon) { this.weapon = weapon; }
    1 usage
    public void setBulletsLeft(Integer bulletsLeft) { this.bulletsLeft = bulletsLeft; }
    1 usage
    public void setNoOfKills(Integer noOfKills) { this.noOfKills = noOfKills; }
}

package domain;

import domain.Warrior;

5 usages
public class Miya implements Warrior {
    1 usage
    private String warriorID;
    2 usages
    private String weapon;
    2 usages
    private Integer arrowsLeft;
    2 usages
    private Integer noOfKills;

    2 usages
    @Override
    public String showWarriorAndKills() {
        String string = "Miya is using " + this.weapon + "! has "
            + this.arrowsLeft + " arrows left and killed " + this.noOfKills;
        return string;
    }
    1 usage
    public void setWarriorID(String warriorID) { this.warriorID = warriorID; }
    1 usage
    public void setWeapon(String weapon) { this.weapon = weapon; }
    1 usage
    public void setArrowsLeft(Integer arrowsLeft) { this.arrowsLeft = arrowsLeft; }
    1 usage
    public void setNoOfKills(Integer noOfKills) { this.noOfKills = noOfKills; }
}

```

## ASSIGNMENT 3

MARASIGAN, VEM AIENSI A.

2BSCS-1

SOURCE CODE – Vexana

```

package domain;

import domain.Warrior;

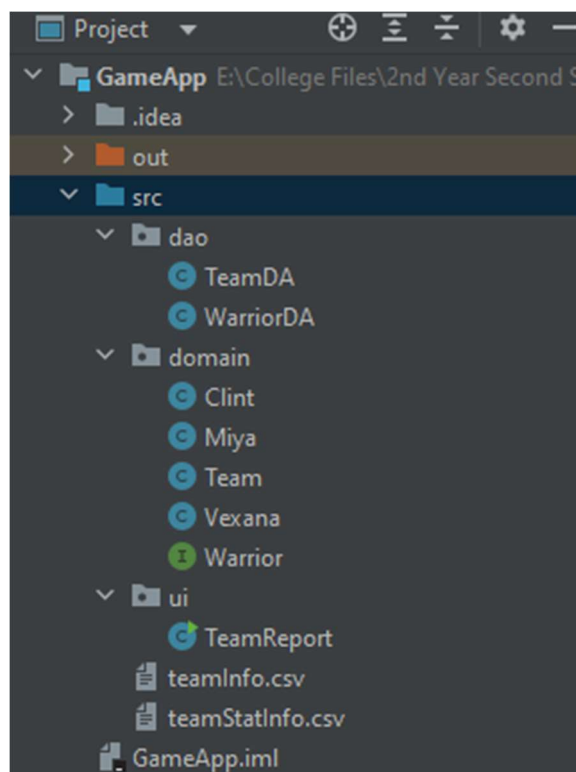
5 usages
public class Vexana implements Warrior {
    1 usage
    private String warriorID;
    2 usages
    private String weapon;
    2 usages
    private Integer bombsLeft;
    2 usages
    private Integer noOfKills;

    2 usages
    @Override
    public String showWarriorAndKills() {
        String string = "Vexana is using " + this.weapon + "! has "
            + this.bombsLeft + " bombs left and killed " + this.noOfKills;
        return string;
    }

    1 usage
    public void setWarriorID(String warriorID) { this.warriorID = warriorID; }
    1 usage
    public void setWeapon(String weapon) { this.weapon = weapon; }
    1 usage
    public void setBombsLeft(Integer bombsLeft) { this.bombsLeft = bombsLeft; }
    1 usage
    public void setNoOfKills(Integer noOfKills) { this.noOfKills = noOfKills; }
}

```

### Package Library



Source files: [https://drive.google.com/drive/folders/18OKWMNwlzhAnXKst5Jt-AAq2Vyz4oxD?usp=share\\_link](https://drive.google.com/drive/folders/18OKWMNwlzhAnXKst5Jt-AAq2Vyz4oxD?usp=share_link)