HARRY POTTAR BATTLE

NOTES

1. CODE IS WELL COMMENTED TO BE READABLE
2. THERE IS OUTPUT XML FILE DISPLAY ONLY FINAL RESULTS
3. OOP IS USED AS CLASS BATTLE
4. FILE HANDLING IS USED TO READ DATA IN PROPER FORMAT FROM SPILL.TXT FILE

OUTPUT

TERMINAL

```
---------------Round 4-------------
Spells :
AvadaKedavra AvadaKedavra
        Harry    Voldmort
Health : 70           100
Energy : 350          120
Sheild : 1            3
---------------Round 5-------------
Spells :
Crucio Taboo
        Harry    Voldmort
Health : 30           100
Energy : 310          40
Sheild : 1            3
---------------Round 6-------------
Spells :
AvadaKedavra Taboo


        HARRY WIN
```

```
---------------Round 1------------
Spells :
Fiendfyre Taboo
        Harry    Voldmort
Health : 70           100
Energy : 450          420
Sheild : 3            3
---------------Round 2-------------
Spells :
sheild AvadaKedavra
        Harry    Voldmort
Health : 70           100
Energy : 450          320
Sheild : 2            3
---------------Round 3-------------
Spells :
sheild AvadaKedavra
        Harry    Voldmort
Health : 70           100
Energy : 450          220
Sheild : 1            3
```

XML

```xml
<?xml version="1.0" ?>
<root>
    <product name="HARR WIN"/>
</root>
```

ALGORITHM

First

1. UPLOAD FILE SPELLS FROM CURRENT DIRECTORY
2. PUT THE FILE IN PROPER FORMAT AS HARRY DICTIONARY AND VOLDEMORT DICTIONARY

SECOND

1. CREATE BATTLE CLASS
2. BATTLE CLASS HAS ONLY THREE METHODS {ROUND, FINISH, DISPLAY}
3. DISPLAY: IS TO DISPLAY PARAMETER OF HARRY AND VOLDEMORT
4. FINISH: IS TO CHECK IF BATTLE IS ENDED BY EXHAUSTION ON OF FIGHTERS
5. ROUND: TAKE THE SPELLS AND APPLY CHANGES IN PARAMETER

THIRD

1. DO INFINITE LOOP IN MAIN SCOPE EVERY LOOP TAKE SPELLS AND GET RESULTS
2. CHECK IF BATTLE FINISHED EACH LOOP
3. AFTER GAME ENDED DISPLAY RESULT ABOUT WHO'S WIN
4. EXTRACT XML FILE AND PUT IN IT THE RESULT