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## Pertemuan 1

Inisiasi Objek :

```
class Pokemon {
```

```
    // state dari objek pokemon
```

```
    String name;
```

```
    String type;
```

```
    int damage;
```

```
    int maxHP;
```

```
    int currentHP;
```

```
    // constructor objek pokemon
```

```
    Pokemon(this.name, this.type, this.damage, this.maxHP) : currentHP = maxHP;
```

```
    // fungsi untuk menampilkan info state objek pokemon
```

```
    void info() {
```

```
        print('Pokemon: $name');
```

```
        print('Type: $type');
```

```
        print('Damage: $damage');
```

```
        print('Max HP: $maxHP');
```

```
        print('Current HP: $currentHP');
```

```
    }
```

```
    //fungsi untuk melakukan serangan ke pokemon lain dengan serangan  
    sejumlah state damage
```

```
    void attack(Pokemon enemy) {
```

```
        print('$name is attacking ${enemy.name}');
```

```
        enemy.currentHP -= damage;
```

```
        print('${enemy.name}'s HP is reduced to ${enemy.currentHP}');
```

```
    }
```

```

// fungsi untuk memulihkan hp pokemon sejumlah parameter amount
void heal(int amount) {
    currentHP += amount;
    if (currentHP > maxHP) {
        currentHP = maxHP;
    }
    print('$name is healing. Current HP: $currentHP');
}
}

void main() {
    //instansi objek 2 pokemon, pikachu dan charmander
    var pikachu = Pokemon('Pikachu', 'Electric', 10, 100);
    var charmander = Pokemon('Charmander', 'Fire', 8, 90);

    //menampilkan informasi kedua pokemon
    pikachu.info();
    charmander.info();

    //masing masing pokemon melakukan fungsi attack
    pikachu.attack(charmander);
    charmander.attack(pikachu);

    //masing masing pokemon melakukan fungsi heal
    pikachu.heal(5);
    charmander.heal(4);

    //menampilkan informasi setelah serangan dan pemulihan dijalankan
    pikachu.info();
    charmander.info();
}

```