НИУ ИТМО

Факультет программной инженерии и компьютерной техники

**ЛАБОРАТОРНАЯ РАБОТА № 2**

по дисциплине

‘ПРОГРАММИРОВАНИЕ’

Вариант № 104356543

*Выполнил:*

Студент группы P3110

Абрабоу Ахмед Елсаид А.И

*Преподаватель:*Сорокин Роман Борисович

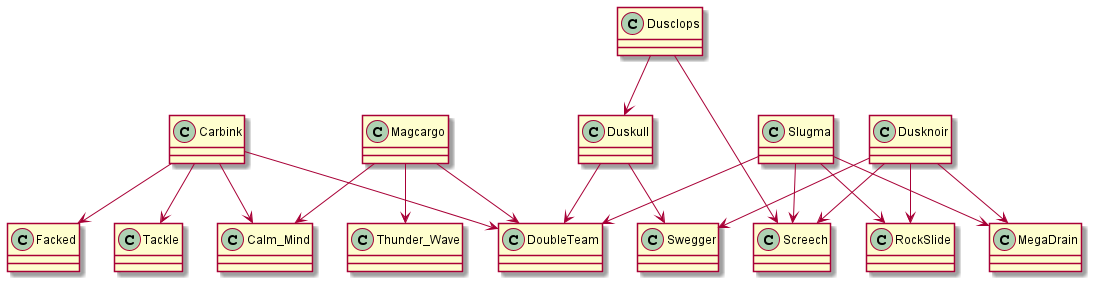


Санкт-Петербург, 2021

***Задание:***

******

***Диограмма:***

******

***GitHub//: https://github.com/a0-0/Itmo\_Programming\_Lab2/tree/master/src/Itmo\_projects***

***Код программы:***

***Classes***

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  | | --- | | package Itmo\_projects; | |  |  | |  | import Itmo\_projects.pokemon.\*; | |  |  | |  | import ru.ifmo.se.pokemon.Battle; | |  |  | |  |  | |  | public class Main { | |  |  | |  | public static void main(String[] args) { | |  | Battle b = new Battle(); | |  | Slugma p1 = new Slugma("Player1", 1); | |  | Duskull p2 = new Duskull("Player2", 1); | |  | Dusclops p3 =new Dusclops("Player3", 1); | |  | Carbink p4 = new Carbink("Player4", 1); | |  | Dusknoir p5 = new Dusknoir("Player5",1); | |  | Magcargo p6 = new Magcargo("Player6",1); | |  | b.addAlly(p1); | |  | b.addFoe(p2); | |  | b.addFoe(p3); | |  | b.addFoe(p4); | |  | b.addFoe(p5); | |  | b.addFoe(p6); | |  | b.go(); | |  |  | |  | } | |  | } |   package Itmo\_projects.pokemon; | | | | | | | | | |
|  | | | | | | | | | |  | | | | | | | | | | | | | |
|  | | | | | | | | | | import Itmo\_projects.move.DoubleTeam; | | | | | | | | | | | | | |
|  | | | | | | | | | |  | | | | | | | | | | | | | |
|  | | | | | | | | | | import Itmo\_projects.move.Calm\_Mind; | | | | | | | | | | | | | |
|  | | | | | | | | | | import Itmo\_projects.move.Facade; | | | | | | | | | | | | | |
|  | | | | | | | | | | import Itmo\_projects.move.Tackle; | | | | | | | | | | | | | |
|  | | | | | | | | | | import ru.ifmo.se.pokemon.Pokemon; | | | | | | | | | | | | | |
|  | | | | | | | | | | import ru.ifmo.se.pokemon.Type; | | | | | | | | | | | | | |
|  | | | | | | | | | |  | | | | | | | | | | | | | |
|  | | | | | | | | | | public class Carbink extends Pokemon { | | | | | | | | | | | | | |
|  | | | | | | | | | | public Carbink(String name, int level) { | | | | | | | | | | | | | |
|  | | | | | | | | | | super(name, level); | | | | | | | | | | | | | |
|  | | | | | | | | | | setStats(50, 50, 150, 50, 150, 50); | | | | | | | | | | | | | |
|  | | | | | | | | | | setType(Type.ROCK,Type.FAIRY); | | | | | | | | | | | | | |
|  | | | | | | | | | | addMove(new DoubleTeam()); | | | | | | | | | | | | | |
|  | | | | | | | | | | addMove(new Calm\_Mind()); | | | | | | | | | | | | | |
|  | | | | | | | | | | addMove(new Tackle()); | | | | | | | | | | | | | |
|  | | | | | | | | | | addMove(new Facade()); | | | | | | | | | | | | | |
|  | | | | | | | | | |  | | | | | | | | | | | | | |
|  | | | | | | | | | | } | | | | | | | | | | | | | |
|  | | | | | | | | | | } | | | | | | | | | | | | | |
| package Itmo\_projects.pokemon; | | | | | | | | | |
|  | | | | | | | | | |  | | | | | | | | | | | | | |
|  | | | | | | | | | | import Itmo\_projects.move.DoubleTeam; | | | | | | | | | | | | | |
|  | | | | | | | | | | import Itmo\_projects.move.RockSlide; | | | | | | | | | | | | | |
|  | | | | | | | | | | import Itmo\_projects.move.Screech; | | | | | | | | | | | | | |
|  | | | | | | | | | | import Itmo\_projects.move.Swagger; | | | | | | | | | | | | | |
|  | | | | | | | | | | import ru.ifmo.se.pokemon.Pokemon; | | | | | | | | | | | | | |
|  | | | | | | | | | | import ru.ifmo.se.pokemon.Type; | | | | | | | | | | | | | |
|  | | | | | | | | | |  | | | | | | | | | | | | | |
|  | | | | | | | | | | public class Dusclops extends Pokemon { | | | | | | | | | | | | | |
|  | | | | | | | | | | public Dusclops(String name, int level) { | | | | | | | | | | | | | |
|  | | | | | | | | | | super(name, level); | | | | | | | | | | | | | |
|  | | | | | | | | | | setStats(40, 70, 130, 60, 130, 25); | | | | | | | | | | | | | |
|  | | | | | | | | | | setType(Type.GHOST); | | | | | | | | | | | | | |
|  | | | | | | | | | | addMove(new Swagger()); | | | | | | | | | | | | | |
|  | | | | | | | | | | addMove(new DoubleTeam()); | | | | | | | | | | | | | |
|  | | | | | | | | | | addMove(new Screech()); | | | | | | | | | | | | | |
|  | | | | | | | | | | } | | | | | | | | | | | | | |
|  | | | | | | | | | | } | | | | | | | | | | | | | |
| Package Itmo\_projects.pokemon; | | | | | | | | |
|  | | | | | | | | |  | | | | | | | | | | | | | |
|  | | | | | | | | | import Itmo\_projects.move.\*; | | | | | | | | | | | | | |
|  | | | | | | | | | import ru.ifmo.se.pokemon.Pokemon; | | | | | | | | | | | | | |
|  | | | | | | | | | import ru.ifmo.se.pokemon.Type; | | | | | | | | | | | | | |
|  | | | | | | | | |  | | | | | | | | | | | | | |
|  | | | | | | | | | public class Dusknoir extends Pokemon { | | | | | | | | | | | | | |
|  | | | | | | | | |  | | | | | | | | | | | | | |
|  | | | | | | | | | public Dusknoir(String name, int level) { | | | | | | | | | | | | | |
|  | | | | | | | | | super(name, level); | | | | | | | | | | | | | |
|  | | | | | | | | | setStats(45, 100, 135, 65, 135, 45); | | | | | | | | | | | | | |
|  | | | | | | | | | setType(Type.GHOST); | | | | | | | | | | | | | |
|  | | | | | | | | | addMove(new Swagger()); | | | | | | | | | | | | | |
|  | | | | | | | | | addMove(new MegaDrain()); | | | | | | | | | | | | | |
|  | | | | | | | | | addMove(new RockSlide()); | | | | | | | | | | | | | |
|  | | | | | | | | | addMove(new Screech()); | | | | | | | | | | | | | |
|  | | | | | | | | | } | | | | | | | | | | | | | |
|  | | | | | | | | | } | | | | | | | | | | | | | |
| package Itmo\_projects.pokemon; | | | | | | | | |
|  | | | | | | | | |  | | | | | | | | |
|  | | | | | | | | | import Itmo\_projects.move.DoubleTeam; | | | | | | | | |
|  | | | | | | | | | import Itmo\_projects.move.Swagger; | | | | | | | | |
|  | | | | | | | | | import ru.ifmo.se.pokemon.Pokemon; | | | | | | | | |
|  | | | | | | | | | import ru.ifmo.se.pokemon.Type; | | | | | | | | |
|  | | | | | | | | |  | | | | | | | | |
|  | | | | | | | | | public class Duskull extends Pokemon { | | | | | | | | |
|  | | | | | | | | | public Duskull(String name, int level) { | | | | | | | | |
|  | | | | | | | | | super(name, level); | | | | | | | | |
|  | | | | | | | | | setType(Type.GHOST); | | | | | | | | |
|  | | | | | | | | | addMove(new Swagger()); | | | | | | | | |
|  | | | | | | | | | addMove(new DoubleTeam()); | | | | | | | | |
|  | | | | | | | | | } | | | | | | | | |
|  | | | | | | | | | } | | | | | | | | |
| package Itmo\_projects.pokemon; | | | | | | | |
|  | | | | | | | |  | | | | | | | | |
|  | | | | | | | | import Itmo\_projects.move.\*; | | | | | | | | |
|  | | | | | | | | import ru.ifmo.se.pokemon.Pokemon; | | | | | | | | |
|  | | | | | | | | import ru.ifmo.se.pokemon.Type; | | | | | | | | |
|  | | | | | | | |  | | | | | | | | |
|  | | | | | | | | public class Magcargo extends Pokemon { | | | | | | | | |
|  | | | | | | | |  | | | | | | | | |
|  | | | | | | | | public Magcargo(String name, int level) { | | | | | | | | |
|  | | | | | | | | super(name, level); | | | | | | | | |
|  | | | | | | | | setStats(60, 50, 120, 90, 80, 30); | | | | | | | | |
|  | | | | | | | | setType(Type.FIRE , Type.ROCK); | | | | | | | | |
|  | | | | | | | | addMove(new Thunder\_Wave()); | | | | | | | | |
|  | | | | | | | | addMove(new DoubleTeam()); | | | | | | | | |
|  | | | | | | | |  | | | | | | | | |
|  | | | | | | | | addMove(new Calm\_Mind()); | | | | | | | | |
|  | | | | | | | | } | | | | | | | | |
|  | | | | | | | | } | | | | | | | | |
| package Itmo\_projects.pokemon; | | | | | | | |
|  | | | | | | | |  | | | | | | | |
|  | | | | | | | | import Itmo\_projects.move.\*; | | | | | | | |
|  | | | | | | | | import ru.ifmo.se.pokemon.Pokemon; | | | | | | | |
|  | | | | | | | | import ru.ifmo.se.pokemon.Type; | | | | | | | |
|  | | | | | | | |  | | | | | | | |
|  | | | | | | | | public class Slugma extends Pokemon { | | | | | | | |
|  | | | | | | | | public Slugma(String name, int level) { | | | | | | | |
|  | | | | | | | | super(name, level); | | | | | | | |
|  | | | | | | | | setStats(40, 40, 40, 70, 40, 20); | | | | | | | |
|  | | | | | | | | setType(Type.FIRE); | | | | | | | |
|  | | | | | | | | addMove(new RockSlide()); | | | | | | | |
|  | | | | | | | | addMove(new DoubleTeam()); | | | | | | | |
|  | | | | | | | | addMove(new Screech()); | | | | | | | |
|  | | | | | | | | addMove(new MegaDrain()); | | | | | | | |
|  | | | | | | | |  | | | | | | | |
|  | | | | | | | | } | | | | | | | |
|  | | | | | | | | } | | | | | | | |
| package Itmo\_projects.move; | | | | | | |
|  | | | | | | |  | | | | | | | |
|  | | | | | | | import ru.ifmo.se.pokemon.\*; | | | | | | | |
|  | | | | | | |  | | | | | | | |
|  | | | | | | | public class Calm\_Mind extends StatusMove { | | | | | | | |
|  | | | | | | | public Calm\_Mind() { | | | | | | | |
|  | | | | | | | super(Type.PSYCHIC, 0, 0); | | | | | | | |
|  | | | | | | | } | | | | | | | |
|  | | | | | | |  | | | | | | | |
|  | | | | | | | @Override | | | | | | | |
|  | | | | | | | protected void applySelfEffects(Pokemon p) { | | | | | | | |
|  | | | | | | | double i = p.getStat(Stat.SPECIAL\_ATTACK); | | | | | | | |
|  | | | | | | | double j = p.getStat(Stat.SPECIAL\_DEFENSE); | | | | | | | |
|  | | | | | | | if (i < 6) | | | | | | | |
|  | | | | | | | i++; | | | | | | | |
|  | | | | | | | if (j < 6) | | | | | | | |
|  | | | | | | | j++; | | | | | | | |
|  | | | | | | | p.setMod(Stat.SPECIAL\_ATTACK, (int) i); | | | | | | | |
|  | | | | | | | p.setMod(Stat.SPECIAL\_DEFENSE, (int) j); | | | | | | | |
|  | | | | | | |  | | | | | | | |
|  | | | | | | | } | | | | | | | |
|  | | | | | | |  | | | | | | | |
|  | | | | | | | @Override | | | | | | | |
|  | | | | | | | protected String describe() { | | | | | | | |
|  | | | | | | | return "Использует Calm Mind"; | | | | | | | |
|  | | | | | | | } | | | | | | | |
|  | | | | | | | } | | | | | | | |
| package Itmo\_projects.move; | | | | | | |
|  | | | | | | |  | | | | | | | | | | | | | | |
|  | | | | | | | import ru.ifmo.se.pokemon.Pokemon; | | | | | | | | | | | | | | |
|  | | | | | | | import ru.ifmo.se.pokemon.Stat; | | | | | | | | | | | | | | |
|  | | | | | | | import ru.ifmo.se.pokemon.StatusMove; | | | | | | | | | | | | | | |
|  | | | | | | | import ru.ifmo.se.pokemon.Type; | | | | | | | | | | | | | | |
|  | | | | | | |  | | | | | | | | | | | | | | |
|  | | | | | | | public class DoubleTeam extends StatusMove { | | | | | | | | | | | | | | |
|  | | | | | | | public DoubleTeam() { | | | | | | | | | | | | | | |
|  | | | | | | | super(Type.NORMAL, 0, 100); | | | | | | | | | | | | | | |
|  | | | | | | | } | | | | | | | | | | | | | | |
|  | | | | | | |  | | | | | | | | | | | | | | |
|  | | | | | | | @Override | | | | | | | | | | | | | | |
|  | | | | | | | protected void applySelfEffects(Pokemon p) { | | | | | | | | | | | | | | |
|  | | | | | | | int currentStat = (int) p.getStat(Stat.EVASION); | | | | | | | | | | | | | | |
|  | | | | | | | if (currentStat < 6) { | | | | | | | | | | | | | | |
|  | | | | | | | p.setMod(Stat.EVASION, ++currentStat); | | | | | | | | | | | | | | |
|  | | | | | | | } | | | | | | | | | | | | | | |
|  | | | | | | | } | | | | | | | | | | | | | | |
|  | | | | | | |  | | | | | | | | | | | | | | |
|  | | | | | | | @Override | | | | | | | | | | | | | | |
|  | | | | | | | protected boolean checkAccuracy(Pokemon pokemon, Pokemon pokemon1) { | | | | | | | | | | | | | | |
|  | | | | | | |  | | | | | | | | | | | | | | |
|  | | | | | | | return true; | | | | | | | | | | | | | | |
|  | | | | | | | } | | | | | | | | | | | | | | |
|  | | | | | | |  | | | | | | | | | | | | | | |
|  | | | | | | | @Override | | | | | | | | | | | | | | |
|  | | | | | | | protected String describe() { | | | | | | | | | | | | | | |
|  | | | | | | |  | | | | | | | | | | | | | | |
|  | | | | | | | return "использует Double Team"; | | | | | | | | | | | | | | |
|  | | | | | | | } | | | | | | | | | | | | | | |
|  | | | | | | | } | | | | | | | | | | | | | | |
| package Itmo\_projects.move; | | | | | |
|  | | | | | |  | | | | | | | | | | | | |
|  | | | | | | import ru.ifmo.se.pokemon.PhysicalMove; | | | | | | | | | | | | |
|  | | | | | | import ru.ifmo.se.pokemon.Pokemon; | | | | | | | | | | | | |
|  | | | | | | import ru.ifmo.se.pokemon.Status; | | | | | | | | | | | | |
|  | | | | | | import ru.ifmo.se.pokemon.Type; | | | | | | | | | | | | |
|  | | | | | |  | | | | | | | | | | | | |
|  | | | | | | public class Facade extends PhysicalMove { | | | | | | | | | | | | |
|  | | | | | | public Facade() { | | | | | | | | | | | | |
|  | | | | | | super(Type.NORMAL, 70, 100); | | | | | | | | | | | | |
|  | | | | | | } | | | | | | | | | | | | |
|  | | | | | |  | | | | | | | | | | | | |
|  | | | | | | protected void applyOppDamage(Pokemon def, double damage) { | | | | | | | | | | | | |
|  | | | | | | Status defStatus = def.getCondition(); | | | | | | | | | | | | |
|  | | | | | | if (defStatus.equals(Status.BURN) || defStatus.equals(Status.POISON) || defStatus.equals(Status.PARALYZE)) { | | | | | | | | | | | | |
|  | | | | | | super.applyOppDamage(def, damage \* 2); | | | | | | | | | | | | |
|  | | | | | | } else { | | | | | | | | | | | | |
|  | | | | | | super.applyOppDamage(def, damage); | | | | | | | | | | | | |
|  | | | | | | } | | | | | | | | | | | | |
|  | | | | | | } | | | | | | | | | | | | |
|  | | | | | |  | | | | | | | | | | | | |
|  | | | | | | protected String describe() { | | | | | | | | | | | | |
|  | | | | | | return "is using Facade"; | | | | | | | | | | | | |
|  | | | | | | } | | | | | | | | | | | | |
|  | | | | | | } | | | | | | | | | | | | |
| package Itmo\_projects.move; | | | | | |
|  | | | | | |  | | | | | | | | | | | | | | |
|  | | | | | | import ru.ifmo.se.pokemon.\*; | | | | | | | | | | | | | | |
|  | | | | | |  | | | | | | | | | | | | | | |
|  | | | | | |  | | | | | | | | | | | | | | |
|  | | | | | | public class MegaDrain extends SpecialMove { | | | | | | | | | | | | | | |
|  | | | | | | public MegaDrain() { | | | | | | | | | | | | | | |
|  | | | | | | super(Type.GRASS, 40, 100); | | | | | | | | | | | | | | |
|  | | | | | | } | | | | | | | | | | | | | | |
|  | | | | | |  | | | | | | | | | | | | | | |
|  | | | | | | @Override | | | | | | | | | | | | | | |
|  | | | | | | protected void applySelfEffects(Pokemon p) { | | | | | | | | | | | | | | |
|  | | | | | | long new\_hp = Math.round((p.getStat(Stat.HP) - p.getHP()) \* 0.5); | | | | | | | | | | | | | | |
|  | | | | | | Effect e = new Effect().turns(1).stat(Stat.HP, -1 \* (int) new\_hp); | | | | | | | | | | | | | | |
|  | | | | | | p.addEffect(e); | | | | | | | | | | | | | | |
|  | | | | | | } | | | | | | | | | | | | | | |
|  | | | | | |  | | | | | | | | | | | | | | |
|  | | | | | | @Override | | | | | | | | | | | | | | |
|  | | | | | | protected String describe() { | | | | | | | | | | | | | | |
|  | | | | | | return "uses Mega Drain"; | | | | | | | | | | | | | | |
|  | | | | | | } | | | | | | | | | | | | | | |
|  | | | | | | } | | | | | | | | | | | | | | |
| package Itmo\_projects.move; | | |
|  | | |  | | | | | | | | | | | | | | | | |
|  | | | import ru.ifmo.se.pokemon.\*; | | | | | | | | | | | | | | | | |
|  | | |  | | | | | | | | | | | | | | | | |
|  | | |  | | | | | | | | | | | | | | | | |
|  | | | public class MegaDrain extends SpecialMove { | | | | | | | | | | | | | | | | |
|  | | | public MegaDrain() { | | | | | | | | | | | | | | | | |
|  | | | super(Type.GRASS, 40, 100); | | | | | | | | | | | | | | | | |
|  | | | } | | | | | | | | | | | | | | | | |
|  | | |  | | | | | | | | | | | | | | | | |
|  | | | @Override | | | | | | | | | | | | | | | | |
|  | | | protected void applySelfEffects(Pokemon p) { | | | | | | | | | | | | | | | | |
|  | | | long new\_hp = Math.round((p.getStat(Stat.HP) - p.getHP()) \* 0.5); | | | | | | | | | | | | | | | | |
|  | | | Effect e = new Effect().turns(1).stat(Stat.HP, -1 \* (int) new\_hp); | | | | | | | | | | | | | | | | |
|  | | | p.addEffect(e); | | | | | | | | | | | | | | | | |
|  | | | } | | | | | | | | | | | | | | | | |
|  | | |  | | | | | | | | | | | | | | | | |
|  | | | @Override | | | | | | | | | | | | | | | | |
|  | | | protected String describe() { | | | | | | | | | | | | | | | | |
|  | | | return "uses Mega Drain"; | | | | | | | | | | | | | | | | |
|  | | | } | | | | | | | | | | | | | | | | |
|  | | | } | | | | | | | | | | | | | | | | |
| package Itmo\_projects.move; | | | | |
|  | | | | |  | | | | | | | | |
|  | | | | | import ru.ifmo.se.pokemon.Effect; | | | | | | | | |
|  | | | | | import ru.ifmo.se.pokemon.PhysicalMove; | | | | | | | | |
|  | | | | | import ru.ifmo.se.pokemon.Pokemon; | | | | | | | | |
|  | | | | | import ru.ifmo.se.pokemon.Type; | | | | | | | | |
|  | | | | |  | | | | | | | | |
|  | | | | | public class RockSlide extends PhysicalMove { | | | | | | | | |
|  | | | | | public RockSlide() { | | | | | | | | |
|  | | | | | super(Type.ROCK, 75, 90); | | | | | | | | |
|  | | | | | } | | | | | | | | |
|  | | | | |  | | | | | | | | |
|  | | | | | protected void applyOppEffects(Pokemon p) { | | | | | | | | |
|  | | | | | if (Math.random() < 0.3) { | | | | | | | | |
|  | | | | | Effect.flinch(p); | | | | | | | | |
|  | | | | | } | | | | | | | | |
|  | | | | | } | | | | | | | | |
|  | | | | |  | | | | | | | | |
|  | | | | | protected String describe() { | | | | | | | | |
|  | | | | | return "is using Rock Slide"; | | | | | | | | |
|  | | | | | } | | | | | | | | |
|  | | | | | } | | | | | | | | |
| package Itmo\_projects.move; | | | |
|  | | | |  | | | | | | | |
|  | | | |  | | | | | | | |
|  | | | | import ru.ifmo.se.pokemon.\*; | | | | | | | |
|  | | | |  | | | | | | | |
|  | | | | public class Screech extends StatusMove { | | | | | | | |
|  | | | | public Screech() { | | | | | | | |
|  | | | | super(Type.NORMAL, 0, 85); | | | | | | | |
|  | | | | } | | | | | | | |
|  | | | |  | | | | | | | |
|  | | | | @Override | | | | | | | |
|  | | | | protected void applyOppEffects(Pokemon p) { | | | | | | | |
|  | | | | double i = p.getStat(Stat.DEFENSE); | | | | | | | |
|  | | | | if (i > -5) | | | | | | | |
|  | | | | i -= 2; | | | | | | | |
|  | | | | p.setMod(Stat.DEFENSE, (int) i); | | | | | | | |
|  | | | | } | | | | | | | |
|  | | | |  | | | | | | | |
|  | | | | @Override | | | | | | | |
|  | | | | protected String describe() { | | | | | | | |
|  | | | | return "Использовал Screetch!"; | | | | | | | |
|  | | | | } | | | | | | | |
|  | | | | } | | | | | | | |
| package Itmo\_projects.move; | |
|  | |  | | | | | | | | |
|  | | import ru.ifmo.se.pokemon.Pokemon; | | | | | | | | |
|  | | import ru.ifmo.se.pokemon.Stat; | | | | | | | | |
|  | | import ru.ifmo.se.pokemon.StatusMove; | | | | | | | | |
|  | | import ru.ifmo.se.pokemon.Type; | | | | | | | | |
|  | |  | | | | | | | | |
|  | | public class Swagger extends StatusMove { | | | | | | | | |
|  | | public Swagger() { | | | | | | | | |
|  | | super(Type.NORMAL, 0, 85); | | | | | | | | |
|  | | } | | | | | | | | |
|  | |  | | | | | | | | |
|  | |  | | | | | | | | |
|  | | protected void applyOppEffects(Pokemon p) { | | | | | | | | |
|  | | p.confuse(); | | | | | | | | |
|  | | p.setMod(Stat.ATTACK, 2); | | | | | | | | |
|  | | } | | | | | | | | |
|  | |  | | | | | | | | |
|  | | protected java.lang.String describe() { | | | | | | | | |
|  | |  | | | | | | | | |
|  | | return ("is using Swagger"); | | | | | | | | |
|  | | } | | | | | | | | |
|  | | } | | | | | | | | |
| package Itmo\_projects.move; |
|  |  | | | | | | | | | | | |
|  | import ru.ifmo.se.pokemon.PhysicalMove; | | | | | | | | | | | |
|  | import ru.ifmo.se.pokemon.Pokemon; | | | | | | | | | | | |
|  | import ru.ifmo.se.pokemon.Type; | | | | | | | | | | | |
|  |  | | | | | | | | | | | |
|  | public class Tackle extends PhysicalMove { | | | | | | | | | | | |
|  | public Tackle() { | | | | | | | | | | | |
|  | super(Type.NORMAL, 40, 100); | | | | | | | | | | | |
|  | } | | | | | | | | | | | |
|  |  | | | | | | | | | | | |
|  | @Override | | | | | | | | | | | |
|  | protected void applyOppEffects(Pokemon pokemon) { | | | | | | | | | | | |
|  | super.applyOppEffects(pokemon); | | | | | | | | | | | |
|  | } | | | | | | | | | | | |
|  |  | | | | | | | | | | | |
|  | protected String describe() { | | | | | | | | | | | |
|  | return "is using Tackle"; | | | | | | | | | | | |
|  | } | | | | | | | | | | | |
|  | } | | | | | | | | | | | |
| package Itmo\_projects.move; |
|  |  | | | | | | | | |
|  | import ru.ifmo.se.pokemon.\*; | | | | | | | | |
|  |  | | | | | | | | |
|  | public class Thunder\_Wave extends StatusMove { | | | | | | | | |
|  | public Thunder\_Wave() { | | | | | | | | |
|  | super(Type.ELECTRIC, 0, 90); | | | | | | | | |
|  | } | | | | | | | | |
|  |  | | | | | | | | |
|  | @Override | | | | | | | | |
|  | protected void applyOppEffects(Pokemon p) { | | | | | | | | |
|  | Effect.paralyze(p); | | | | | | | | |
|  | } | | | | | | | | |
|  |  | | | | | | | | |
|  | @Override | | | | | | | | |
|  | protected String describe() { | | | | | | | | |
|  | return "Использует Thunder Wave"; | | | | | | | | |
|  | } | | | | | | | | |
|  | } | | | | | | | | |

***Результат работы программы:***

Slugma Player1 from the team Purple enters the battle!

Duskull Player2 from the team Black enters the battle!

Slugma Player1 is using Rock Slide.

Duskull Player2 loses 6 hit points.

Duskull Player2 struggles.

Slugma Player1 loses 4 hit points.

Duskull Player2 loses 1 hit points.

Slugma Player1 is using Rock Slide.

Critical hit!

Duskull Player2 loses 11 hit points.

Duskull Player2 faints.

Dusclops Player3 from the team Black enters the battle!

Dusclops Player3 is using Swagger.

Slugma Player1 increases attack.

Slugma Player1 использует Double Team.

Dusclops Player3 isn't affected by NORMAL

Slugma Player1 increases evasion.

Dusclops Player3 использует Double Team.

Slugma Player1 hits himself in confusion.

Slugma Player1 loses 4 hit points.

Dusclops Player3 misses

Slugma Player1 hits himself in confusion.

Slugma Player1 loses 4 hit points.

Slugma Player1 faints.

Team Purple loses its last Pokemon.

The team Black wins the battle!

**Вывод:**

Я научился работать с классами Java. Это пригодится для абстрактного описания объектов.