

# Dasar-Dasar Pemrograman 2

## Lab 7

### Generics



FAKULTAS  
ILMU  
KOMPUTER

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#### Riwayat Versi

Versi	Timestamp	Keterangan	Warna
1	25-04-2024; 17.00 WIB	Rilis Pertama	-

# BattleSim



Source: <https://www.dota2.com/hero/ogremagi>

## Deskripsi

Pada kesempatan kali ini, Dek Depe mengajak kalian untuk berpartisipasi dalam pembuatan sebuah simulasi game 🗡️. Kali ini, kalian akan menciptakan sebuah arena tempur dimana berbagai petarung dari berbagai kelas akan bertarung dan menguji kekuatan masing - masing dalam sebuah pertarungan yang mendebarakan!

## Classes

- **Warrior (Abstract Class)**

**Attributes:**

name: String

attack: int

defense: int

health: int

numRevived: int

**Methods:**

- + getName(): String
- + getHealth(): int
- + getDefense(): int
- + getNumRevived(): int
- + attack(target: Warrior): void
- + takeDamage(damage: int): void
- + displayStats(): void
- + isAlive(): boolean
- + revive(): void
- + compareTo(other: Warrior): int

- **Tank (Subclass of Warrior)**

- Attributes:**

- shield: int

- Methods:**

- + takeDamage(damage: int): void
  - + revive(): void
  - + displayStats(): void

- **Archer (Subclass of Warrior)**

- Attributes:**

- criticalRate: double

- criticalDamage: double

- Methods:**

- + attack(target: Warrior): void
  - + revive(): void
  - + displayStats(): void

- **Mage (Subclass of Warrior)**

- Attributes:**

-

**Methods:**

- + attack(target: Warrior): void
- + revive(): void
- + displayStats(): void

- **WarriorList**

**Attributes:**

warriors: List<Warrior>  
fallenWarriors: Queue<Warrior>

**Methods:**

- + addWarrior(warrior: Warrior): void
- + removeWarrior(warrior: Warrior): void
- + getWarriors(): List<Warrior>

## Penjelasan Program

1. Template dapat diakses di link berikut [Template Lab 7](#) . Template tidak wajib digunakan, namun disarankan untuk digunakan. Apabila tidak menggunakan template, **pastikan ada implementasi *Collections* dan *Generics***.
2. Program memiliki 6 file dengan 1 file utama. File Archer.java, Tank.java, dan Mage.java tidak perlu diubah atau ditambah apapun apabila sudah menggunakan template. Berikut adalah penjelasan untuk file lainnya:

- **Warrior.java**

**Tujuan:** Berfungsi sebagai kelas dasar untuk berbagai jenis warrior.

**Task:**

- Lengkapi definisi dari class Warrior agar *Collections* bisa digunakan untuk *sort* List.

- **WarriorList.java**

**Tujuan:** Mengelola daftar Warrior serta Warrior yang sudah gugur dan menyediakan metode untuk menambahkan dan menghapus warrior dari daftar.

**Task:**

- Implementasi definisi class **WarriorList**.
- Implementasi **addWarrior(Warrior warrior)**: Tambah Warrior ke List warriors.
- Implementasi **removeWarrior(Warrior warrior)**: Hapus Warrior dari List jika ada.
- Implementasi **getWarriors()**: Mengembalikan daftar Warrior.
- Implementasi **addFallenWarrior(Warrior warrior)**: Tambah Warrior ke Queue fallenWarriors.
- Implementasi **getFallenWarriors()**: Mengembalikan daftar Warrior yang sudah gugur.

○ **Battlefield.java**

**Tujuan:** Mengontrol alur permainan utama, termasuk menambahkan prajurit, menampilkan prajurit, mensimulasikan pertarungan, dan keluar dari permainan.

**Task:**

- Inisiasi Generics yang digunakan
- Implementasi opsi yang sesuai untuk tiap menu.
- Implementasikan metode **addWarrior()**: Menangani input dari pengguna untuk membuat Warrior baru sesuai dengan tipenya dan tambah ke WarriorList.
- Implementasikan metode **displayWarriors()**: Sort Warrior berdasarkan nama menggunakan Collections dan tampilkan menggunakan method **displayStats()** di setiap class.
- Implementasikan metode **simulateBattle()**: Simulasi *attacking and defending* antara dua warrior dan stat unik dari tiap warrior.
- Implementasikan metode **reviveWarrior()**: Membangkitkan seorang warrior yang telah tumbang sebelumnya selama atribut **numRevived** nya masih kurang dari 3. Setiap subclass memiliki

nilai *default* untuk seberapa banyak health yang akan mereka miliki setelah dibangkitkan.

3. Warrior sebagai dasar memiliki variabel name, attack, health, dan defense. Berikut adalah konsep dari setiap *stat*.

- Attack

Jumlah bilangan yang dimiliki sebuah Warrior untuk mengurangi Health warrior yang diserang.

- Health

Jumlah nyawa yang dimiliki sebuah Warrior, apabila mencapai 0, warrior itu akan dikeluarkan dari WarriorList.

- Defense

Jumlah bilangan yang digunakan untuk mengurangi jumlah serangan yang diterima.

Contoh:

Health = 100

Defense = 25

Diserang dengan Warrior yang memiliki Attack = 50

Health tersisa =  $100 - (50 - 25)$   
= 75

**Pastikan apabila Defense lebih tinggi daripada Attack yang diterima, maka Health tidak bertambah**

Contoh:

Health = 100

Defense = 50

Diserang dengan Warrior yang memiliki Attack = 25

Health tersisa =  $100 - (25 - 50)$   
= 100 (bukan 125)

Warrior juga memiliki method dasar *attack()* dan *takeDamage()*. Berdasarkan dasar tersebut, terdapat tiga *subclass* yang sudah didefinisikan di template sebagai berikut:

- Tank

- Memiliki *shield* yang berperan seperti nyawa kedua atau Health kedua.

Contoh:

Health = 100

Shield = 50

Serangan 1 = 40

Health tersisa = 100

Shield tersisa = 10 (50-40)

Serangan 2 = 20

Health tersisa = 90

Shield tersisa = 0

- Ketika dibangkitkan, health seorang Tank akan menjadi 1500. Tetapi *shield* tetap akan 0.

- Mage:

- Serangan dari Class Mage tidak dipengaruhi oleh Defense.

Contoh:

Health = 100

Defense = 50

Serangan dari Mage = 50

Health tersisa = 100 - 50

= 50

- Ketika dibangkitkan, health seorang Mage akan menjadi 500.

- Archer:

- Serangan dari Class Archer terkadang bisa lebih banyak atau *critical* tergantung dari *critical* rate dari Archer.

Contoh:

Serangan normal Archer = 40

Critical damage = 2.0

Serangan *critical* Archer = 40 x 2.0

Total serangan = 80

- Ketika dibangkitkan, health seorang Archer akan menjadi 1000.

#### 4. Keterangan tambahan

- **Harus mengimplementasikan Collections dan Generics. Apabila tidak ada implementasi Collections dan Generics, komponen fungsionalitas program akan bernilai 0.**
- Penambahan dan pengurangan method di template diperbolehkan. Penggunaan template itu sendiri juga opsional asalkan luaran dari program sesuai.
- Penambahan atau perubahan validasi diperbolehkan asal tidak mengganggu inti luaran dari program

#### Contoh Interaksi



Bagian berwarna **merah** adalah input pengguna.

#### Contoh Interaksi 1

```
Welcome to the Battlefield Simulator!
1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit
```

```
Choose an option: 1
```



Select type of warrior:

1. Tank
2. Archer
3. Mage

Choose an option: 1

Enter Warrior name: Mars

Enter Warrior health (500 to 5000): 250

Please enter a value between 500 and 5000.

Enter Warrior health (500 to 5000): 2000

Enter Warrior attack (30 to 1000): 150

Enter Warrior defense (0 to 250): 200

Enter shield strength (0 to 500): 500

Mars has been added to the battle.

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: 1

Select type of warrior:

1. Tank
2. Archer
3. Mage

Choose an option: 2

Enter Warrior name: Drow

Enter Warrior health (500 to 5000): 1000

Enter Warrior attack (30 to 1000): 500

Enter Warrior defense (0 to 250): 50

Enter critical rate (0.0 to 1.0): 0.5

Enter critical damage multiplier (1.0 to 5.0): 2.5

Drow has been added to the battle.

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: 2

Current warriors in the battlefield:

Type	Name	Attack	Defense	Health	Shield
Crit Rate	Crit Dmg				
Archer	Drow	500	50	1000	
0.5	2.5				
Tank	Mars	150	200	2000	500

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: 3

Select the attacking warrior:

1. Drow
2. Mars

Choose a warrior: 2

Select the defending warrior:

1. Drow

Choose a warrior: 1

Mars is attacking Drow

Mars attacks Drow for 150 damage.

Drow takes 100 damage, remaining health: 900

Drow survived the attack with 900 health remaining.

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: 3

Select the attacking warrior:

1. Drow
2. Mars

Choose a warrior: 1

Select the defending warrior:

2. Mars

Choose a warrior: 2

Drow is attacking Mars

Mars uses shield! Takes 0 damage, remaining health: 2000

Mars survived the attack with 2000 health remaining.

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: 2

Current warriors in the battlefield:

+-----+-----+-----+-----+-----+					
-+-----+-----+					
Type	Name	Attack	Defense	Health	Shield
Crit Rate	Crit Dmg				
+-----+-----+-----+-----+-----+					
-+-----+-----+					
Archer	Drow	500	50	900	
0.5	2.5				
+-----+-----+-----+-----+-----+					
-+-----+-----+					
Tank	Mars	150	200	2000	200
+-----+-----+-----+-----+-----+					
-+-----+-----+					

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: 3

Select the attacking warrior:

1. Drow
2. Mars

Choose a warrior: 0

Please enter a value between 1 and 2.

Choose a warrior: 1

Select the defending warrior:

2. Mars

Choose a warrior: 1

Please enter a value between 2 and 2.

Choose a warrior: 3

Please enter a value between 2 and 2.

Choose a warrior: 2

Drow is attacking Mars

Mars uses shield! Takes 100 damage, remaining health: 1900

Mars survived the attack with 1900 health remaining.

Welcome to the Battlefield Simulator!

1. Add Warrior

2. Display Warriors

3. Simulate Battle

4. Revive Warrior

5. Exit

Choose an option: 3

Select the attacking warrior:

1. Drow

2. Mars

Choose a warrior: 1

Select the defending warrior:

2. Mars

Choose a warrior: 2

Drow is attacking Mars

Drow lands a CRITICAL HIT!

Mars takes 1050 damage, remaining health: 850

Mars survived the attack with 850 health remaining.

Welcome to the Battlefield Simulator!

1. Add Warrior

2. Display Warriors

3. Simulate Battle

4. Revive Warrior

5. Exit

Choose an option: 2

Current warriors in the battlefield:

```
+-----+-----+-----+-----+-----+
-+-----+-----+
| Type      | Name          | Attack  | Defense  | Health  | Shield   |
| Crit Rate | Crit Dmg      |         |          |         |          |
+-----+-----+-----+-----+-----+-----+
```

```
-----+-----+
| Archer | Drow | 500 | 50 | 900 |
| 0.5 | 2.5 | | | |
+-----+-----+-----+-----+
-----+-----+
| Tank | Mars | 150 | 200 | 850 | 0
| | | | | |
+-----+-----+-----+-----+
-----+-----+

Welcome to the Battlefield Simulator!
1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: 5
-----Game Over-----
[ASCII Art of a castle]
```

Contoh Interaksi 2

```
Welcome to the Battlefield Simulator!
1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: 3
Not enough warriors for a battle. Please add more warriors.

Welcome to the Battlefield Simulator!
1. Add Warrior
2. Display Warriors
```

3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: **1**

Select type of warrior:

1. Tank
2. Archer
3. Mage

Choose an option: **1**

Enter Warrior name: **Dek Depe**

Enter Warrior health (500 to 5000): **777**

Enter Warrior attack (30 to 1000): **234**

Enter Warrior defense (0 to 250): **100**

Enter shield strength (0 to 500): **123**

Dek Depe has been added to the battle.

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: **3**

Not enough warriors for a battle. Please add more warriors.

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: **1**

Select type of warrior:

1. Tank
2. Archer
3. Mage

Choose an option: **3**

Enter Warrior name: **Peokra**

Enter Warrior health (500 to 5000): **500**

Enter Warrior attack (30 to 1000): **350**

Enter Warrior defense (0 to 250): **99**

Peokra has been added to the battle.

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: **3**

Select the attacking warrior:

1. Dek Depe
2. Peokra

Choose a warrior: **2**

Select the defending warrior:

1. Dek Depe

Choose a warrior: **1**

Peokra is attacking Dek Depe

Peokra casts a spell that ignores defense!

Dek Depe uses shield! Takes 227 damage, remaining health: 550

Dek Depe survived the attack with 550 health remaining.

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: **2**

Current warriors in the battlefield:

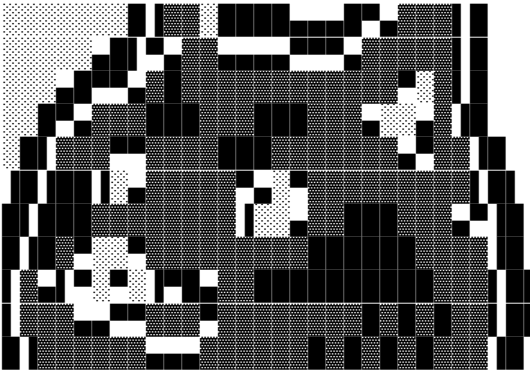
+-----+-----+-----+-----+-----+-----+-----						
----+-----+-----+-----+-----+-----+-----						
Type	Name	Attack	Defense	Health		
Shield	Crit Rate	Crit Dmg				
+-----+-----+-----+-----+-----+-----+-----						
----+-----+-----+-----+-----+-----+-----						
Tank	Dek Depe	234	100	550	0	
+-----+-----+-----+-----+-----+-----+-----						
----+-----+-----+-----+-----+-----+-----						
Mage	Peokra	350	99	500		
+-----+-----+-----+-----+-----+-----+-----						
----+-----+-----+-----+-----+-----+-----						

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: 5

-----Game Over-----



### Contoh Interaksi 3

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: 4

There are currently no warriors to revive.

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: 1

Select type of warrior:



```
1. Tank
2. Archer
3. Mage
Choose an option: 3
Enter Warrior name: Leoleshea
Enter Warrior health (500 to 5000): 1000
Enter Warrior attack (30 to 1000): 1000
Enter Warrior defense (0 to 250): 0
```

Leoleshea has been added to the battle.

Welcome to the Battlefield Simulator!

```
1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit
```

Choose an option: 1

Select type of warrior:

```
1. Tank
2. Archer
3. Mage
```

```
Choose an option: 1
Enter Warrior name: Dummy Tank
Enter Warrior health (500 to 5000): 500
Enter Warrior attack (30 to 1000): 30
Enter Warrior defense (0 to 250): 0
Enter shield strength (0 to 500): 0
```

Dummy Tank has been added to the battle.

Welcome to the Battlefield Simulator!

```
1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit
```

Choose an option: **1**

Select type of warrior:

1. Tank
2. Archer
3. Mage

Choose an option: **2**

Enter Warrior name: **Dummy Archer**

Enter Warrior health (500 to 5000): **500**

Enter Warrior attack (30 to 1000): **30**

Enter Warrior defense (0 to 250): **0**

Enter critical rate (0.0 to 1.0): **0.0**

Enter critical damage multiplier (1.0 to 5.0): **1.0**

Dummy Archer has been added to the battle.

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: **2**

Current warriors in the battlefield:

+-----+-----+-----+-----+-----+-----					
----+-----+-----+-----+-----+-----					
Type	Name	Attack	Defense	Health	
Shield	Crit Rate	Crit Dmg			
+-----+-----+-----+-----+-----+-----					
----+-----+-----+-----+-----+-----					
Archer	Dummy Archer	30	0	500	
0.0	1.0				
+-----+-----+-----+-----+-----+-----					
----+-----+-----+-----+-----+-----					
Tank	Dummy Tank	30	0	500	0
+-----+-----+-----+-----+-----+-----					
----+-----+-----+-----+-----+-----					
Mage	Leoleshea	1000	0	1000	



Type	Name	Attack	Defense	Health	Shield	Crit Rate	Crit Dmg
Tank	Dummy Tank	30	0	500	0		
Mage	Leoleshea	1000	0	1000			

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: **3**

Select the attacking warrior:

1. Dummy Tank
2. Leoleshea

Choose a warrior: **2**

Select the defending warrior:

1. Dummy Tank

Choose a warrior: **1**

Leoleshea is attacking Dummy Tank  
 Leoleshea casts a spell that ignores defense!  
 Dummy Tank takes 1000 damage, remaining health: 0  
 Dummy Tank has fallen in battle.  
 Dummy Tank has been removed from the battle.

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors

3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: **2**

Current warriors in the battlefield:

+-----+-----+-----+-----+-----+-----					
----+-----+-----+-----+-----+-----					
Type	Name	Attack	Defense	Health	
Shield	Crit Rate	Crit Dmg			
+-----+-----+-----+-----+-----+-----					
----+-----+-----+-----+-----+-----					
Mage	Leoleshea	1000	0	1000	
+-----+-----+-----+-----+-----+-----					
----+-----+-----+-----+-----+-----					

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: **4**

Reviving Dummy Archer...

Successfully revived Dummy Archer!

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: **2**

Current warriors in the battlefield:

+-----+-----+-----+-----+-----+-----					
----+-----+-----+-----+-----+-----					

Type	Name	Attack	Defense	Health	
Shield	Crit Rate	Crit Dmg			
Archer	Dummy Archer	30	0	1000	
0.0	1.0				
Mage	Leoleshea	1000	0	1000	

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: **3**

Select the attacking warrior:

1. Dummy Archer
2. Leoleshea

Choose a warrior: **2**

Select the defending warrior:

1. Dummy Archer

Choose a warrior: **1**

Leoleshea is attacking Dummy Archer

Leoleshea casts a spell that ignores defense!

Dummy Archer takes 1000 damage, remaining health: 0

Dummy Archer has fallen in battle.

Dummy Archer has been removed from the battle.

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle

4. Revive Warrior

5. Exit

Choose an option: **4**

Reviving Dummy Tank...

Successfully revived Dummy Tank!

Welcome to the Battlefield Simulator!

1. Add Warrior

2. Display Warriors

3. Simulate Battle

4. Revive Warrior

5. Exit

Choose an option: **2**

Current warriors in the battlefield:

+-----+-----+-----+-----+-----+-----					
----+-----+-----+-----+-----+-----					
Type	Name	Attack	Defense	Health	
Shield	Crit Rate	Crit Dmg			
+-----+-----+-----+-----+-----+-----					
----+-----+-----+-----+-----+-----					
Tank	Dummy Tank	30	0	1500	0
+-----+-----+-----+-----+-----+-----					
----+-----+-----+-----+-----+-----					
Mage	Leoleshea	1000	0	1000	
+-----+-----+-----+-----+-----+-----					
----+-----+-----+-----+-----+-----					

Welcome to the Battlefield Simulator!

1. Add Warrior

2. Display Warriors

3. Simulate Battle

4. Revive Warrior

5. Exit

Choose an option: **4**

Reviving Dummy Archer...

Successfully revived Dummy Archer!

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: **2**

Current warriors in the battlefield:

+-----+-----+-----+-----+-----+-----					
----+-----+-----+-----+-----+-----					
Type	Name	Attack	Defense	Health	
Shield	Crit Rate	Crit Dmg			
+-----+-----+-----+-----+-----+-----					
----+-----+-----+-----+-----+-----					
Archer	Dummy Archer	30	0	1000	
0.0	1.0				
+-----+-----+-----+-----+-----+-----					
----+-----+-----+-----+-----+-----					
Tank	Dummy Tank	30	0	1500	0
+-----+-----+-----+-----+-----+-----					
----+-----+-----+-----+-----+-----					
Mage	Leoleshea	1000	0	1000	
+-----+-----+-----+-----+-----+-----					
----+-----+-----+-----+-----+-----					

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: **3**

Select the attacking warrior:

1. Dummy Archer



2. Dummy Tank
3. Leoleshea

Choose a warrior: **3**

Select the defending warrior:

1. Dummy Archer
2. Dummy Tank

Choose a warrior: **1**

Leoleshea is attacking Dummy Archer

Leoleshea casts a spell that ignores defense!

Dummy Archer takes 1000 damage, remaining health: 0

Dummy Archer has fallen in battle.

Dummy Archer has been removed from the battle.

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: **4**

Reviving Dummy Archer...

Successfully revived Dummy Archer!

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: **3**

Select the attacking warrior:

1. Dummy Tank
2. Leoleshea
3. Dummy Archer

Choose a warrior: **2**

Select the defending warrior:

1. Dummy Tank
3. Dummy Archer

Choose a warrior: 3

Leoleshea is attacking Dummy Archer  
Leoleshea casts a spell that ignores defense!  
Dummy Archer takes 1000 damage, remaining health: 0  
Dummy Archer has fallen in battle.  
Dummy Archer has been removed from the battle.

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: 4

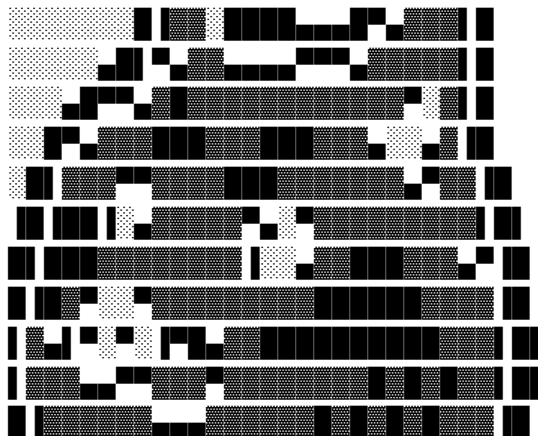
Dummy Archer cannot be revived anymore.

Welcome to the Battlefield Simulator!

1. Add Warrior
2. Display Warriors
3. Simulate Battle
4. Revive Warrior
5. Exit

Choose an option: 5

-----Game Over-----



## Komponen Penilaian

- 15% Penambahan Warrior
- 10% Display Warrior
- 25% Simulasi Warrior
- 10% Revive Warrior
- 20% Implementasi Generics dan Collections
- 10% Standar Penulisan Kode (\*Tiga kriteria standar kode: 1. Indentasi yang konsisten; 2. Aturan penamaan harus mengikuti Java Naming Convention; 3. Penamaan Module, Class, Method, dan Variabel yang tidak ambigu)
- 10% Dokumentasi dan kerapian kode

## Pengumpulan Berkas

Kumpulkan berkas .java yang telah di-zip dengan format penamaan seperti berikut.  
[KodeAsdos]\_[Kelas]\_[NPM]\_[NamaLengkap]\_Lab7.zip

Contoh:

**DDP\_A\_1234567890\_DekDePe\_Lab7.zip**