Template Pattern

Add the following behaviors to each Warrior:
int calculateAttack();
int calculateDefense();
double calculateBoost();
double calculatePower();

Requirements for Aggressive Warriors:
       Attack is calculated by adding the attack field to double the level field
       Defense is calculated by adding the defense field to the level field
       Boost is calculated by dividing the attack field by 2
Requirements for Defensive Warriors:
       Attack is calculated by adding the attack field to the level field
       Defense is calculated by adding the defense field to double the level field
       Boost is calculated by dividing the defense field by 2

Power is calculated by adding the calculated attack, defense, and boosts together.

Only the **template method** should be public. (Which one is the template method?).

Please make sure the Builder is at the very **bottom** of your class(es). Everything else – fields, methods, etc should all be above an inner class!

Hint: You should not create any new fields for this assignment. Calculated values should not be fields, same as a Rectangle (think OOP Lab page 1) does not have an area field – it is calculated. Similarly, no field values should be changed or manipulated. These methods simply return values, calculated from the 3 existing fields. The Builders should all remain unchanged.

Submission

Same as A1.