import java.util.\*;

import static java.lang.System.\*;

public class NPCHealer extends NPC

{

public NPCHealer()

{

super("Healer Unho");

}

/\*\*

Prints description of NPC

\*/

public void describe()

{

out.println("Unho is a highly respected healer of the waterbender faction. He will heal you for a small amount of gold.");

}

/\*\*

Returns dialogue between Player and NPC

\*/

public void talk()

{

out.println("Hello traveler. Would you like to recieve healing?");

}

/\*\*

Runs barter sequence between Player and NPC

\*/

public void barter(Player h)

{

Scanner console = new Scanner(System.in);

out.println("Pay me 10 coins to restore your health.\n");

out.println("(1) Pay 10 coins ");

out.println("(2) Leave");

out.print("What do you choose: ");

int choice = console.nextInt();

console.nextLine();

if (choice == 1)

{

out.println (super.getName() + " restores your health.");

h.setHealth(100);

}

else

out.println("Your choice.");

}

}