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\*/

package stealth;

import java.awt.Color;

import java.awt.Graphics2D;

import java.util.ArrayList;

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public class Health {

public int XLOC, YLOC;

public Health() {

this.XLOC = (int) (Math.random() \*2700);

this.YLOC = (int) (Math.random() \*1700);

}

final String[] healthbox = {

"--------------",

"| |",

"| H |",

"| |",

"--------------"};

public boolean collidesWith(Player p)

{

int [] a = p.getHITBOX();

boolean hit = (this. XLOC -250> a[0]) && (this. XLOC-250 < a[1]) && (this. YLOC > a[2]) && (this. YLOC < a[3]);

if(hit)

{

Stealth.first.health = 100;

}

return hit;

}

public void render(Graphics2D g,int x,int y,boolean tx,boolean ty)

{

g.setColor(Color.red);

x = XLOC-x +1000;

y = YLOC-y +500;

if(tx == true){

x = XLOC;

}

if(ty == true){

y = YLOC;

}

for(int i = 0; i < healthbox.length; i++)

{

g.drawString(healthbox[i], x, y + (i \* 13));

}

}

}