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import java.util.*;

public class JavaApplication1 {

    public static void main(String[] args){

        Scanner s = new Scanner(System.in);

        String input="";

        String atk, hp, money;

        int makshp = 0;

        Hero h = new Hero();

        Musuh m = new Musuh();

        Boolean run = true;

        System.out.println("Welcome to Pokemon!");

        System.out.println("1. Buat karakter basic");

        System.out.println("2. Buat karakter modify");

        System.out.print("Input : ");

        input = s.nextLine();

        if(input.equalsIgnoreCase("1")){

            tampilhero(h);

            tampilmusuh(m);

            makshp = 100;

        }else{

            System.out.println("Hp :");

            hp = s.nextLine();

            System.out.println("Attack :");

            atk = s.nextLine();

            System.out.println("Money :");

            money = s.nextLine();

            h = new
Hero(Integer.parseInt(hp), Integer.parseInt(atk), Integer.parseInt(money));

            makshp = h.getHp();

            tampilhero(h);

            tampilmusuh(m);

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}

String inputan;

Boolean rundalem = true;

int giliran = 1;

String input1;

Random r = new Random();

while(run){

    giliran = 1;

    rundalem = true;

    System.out.println("Menu Utama");

    System.out.println("1. Lihat status");

    System.out.println("2. Pakai Potion");

    System.out.println("3. Bertanding");

    System.out.println("4. Exit");

    System.out.print("Input : ");

    inputan = s.nextLine();

    if(inputan.equalsIgnoreCase("1")){

        tampilhero(h);

    }else if(inputan.equalsIgnoreCase("2")){

        if(h.getMoney() - 100 >= 0){

            h.setMoney(h.getMoney()-100);

            if(h.getHp() + 50 >= makshp){

                h.setHp(makshp);

            }else{

                h.setHp(h.getHp()+50);

            }

            System.out.println("Potion berhasil di pakai");

        }else{

            System.out.println("Uang Tidak Cukup !");

        }

    }else if(inputan.equalsIgnoreCase("3")){

        while(rundalem){

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        if(giliran%2 == 1){

            System.out.println("1. Serang ");
            System.out.println("2. Kabur ");
            System.out.println("3. Skill ");
            System.out.print("Input : ");
            input1 = s.nextLine();
            if(input1.equalsIgnoreCase("1")){
                System.out.println("Pikachu Menyerang");
                m.setHp(m.getHp()-h.getAttack());
                cetak(h,m);
                if(m.getHp() <= 0){
                    System.out.println("Musuh Kalah
!");
                    int tempm=100 +
r.nextInt(300 - 100 + 1);
h.setMoney(h.getMoney()+tempm);
System.out.println("Money Pikachu bertambah "+tempm);
                    rundalem = false;
                }

            }else if(input1.equalsIgnoreCase("2")){
                int k = r.nextInt(10)+1;
                if(k>5){
                    rundalem= false;
                    System.out.println("Pikachu
berhasil kabur");
                }else{
                    System.out.println("Pikachu gagal
kabur");
                    h.setHp(h.getHp()-m.getAttack());
                    cetak(h,m);
                    if(h.getHp() <= 0){

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Kalah !");

System.out.println("Pikachu

rundalem = false;

run = false;

}

}

}else if(input1.equalsIgnoreCase("3")){

double start = 1;

double end = 10;

double random = new

Random().nextDouble();

double result = start + (random

* (end - start));

if(result < 5.6){

int serang = r.nextInt(4);

System.out.println("Serangan

Spesial Berhasil Keluar, Bilangan Random "+serang);

int temp = h.getAttack() +

m.setHp(m.getHp()-temp);

cetak(h,m);

if(m.getHp() <= 0){

System.out.println("Musuh Kalah !");

int tempm=100 +

r.nextInt(300 - 100 + 1);

h.setMoney(h.getMoney()+tempm);

System.out.println("Money Pikachu bertambah "+tempm);

rundalem = false;

}

}else{

System.out.println("Serangan

Spesial Gagal Keluar");

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        }
    }

    giliran++;

} else {
    System.out.println("Musuh Menyerang");
    h.setHp(h.getHp() - m.getAttack());

    cetak(h, m);

    giliran++;

    if (h.getHp() <= 0) {
        System.out.println("Pikachu Kalah !");
        rundalem = false;
        run = false;
    }
}

}

} else {
    run = false;
}

}

}

public static void cetak(Hero h, Musuh m) {
    System.out.println("Pikachu :\t\tMusuh :");

    if (h.getHp() < 0) {
        h.setHp(0);
    }

    if (m.getHp() < 0) {
        m.setHp(0);
    }

    if (h.getHp() < 100 && h.getHp() > 9) System.out.println("Hp : " + h.getHp() + "\t\t\tHp : " + m.getHp());

    else if (h.getHp() >= 100 ) System.out.println("Hp : " + h.getHp() + "\t\t\tHp : " + m.getHp());

    else System.out.println("Hp : " + h.getHp() + "\t\t\tHp : " + m.getHp());
}

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        System.out.println("Attack : "+h.getAttack()+"\t\tAttack : "+m.getAttack());
    }

    public static void tampilhero(Hero h){
        System.out.println("Pikachu : "+"\\nHp : "+h.getHp()+"\\nAttack : "+h.getAttack()+"\\nMoney : "+h.getMoney());
    }

    public static void tampilmusuh(Musuh m){
        System.out.println("Musuh : "+"\\nHp : "+m.getHp()+"\\nAttack : "+m.getAttack());
    }
}

class Hero{
    int hp;
    int attack;
    int money;
    public Hero(){
        this.hp = 100;
        this.attack = 25;
        this.money = 300;
    }

    public Hero(int hp, int attack, int money) {
        this.hp = hp;
        this.attack = attack;
        this.money = money;
    }

    public int getMoney() {
        return money;
    }

    public void setMoney(int money) {
        this.money = money;
    }
}

```

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    }

    public void setHp(int hp){
        this.hp = hp;
    }

    public void setAttack(int attack){
        this.attack = attack;
    }

    public int getAttack(){
        return attack;
    }

    public int getHp(){
        return hp;
    }
}

```

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class Musuh{
    int hp;
    int attack;
    public Musuh(){
        this.hp = 50;
        this.attack = 10;
    }

    public Musuh(int hp,int attack){
        this.hp = hp;
        this.attack = attack;
    }

    public void setHp(int hp){
        this.hp = hp;
    }

    public void setAttack(int attack){
        this.attack = attack;
    }
}

```

```
}  
public int getAttack(){  
    return attack;  
}  
public int getHp(){  
    return hp;  
}  
}
```