NAMA : Bima Adiwijaya
NIM : 244107020022
NO ABSEN : 06
KELAS : TI-2G

Zombie.java

```java
package Jobsheet9;

public abstract class Zombie implements Destroyable {
    protected int health;
    protected int level;

    public Zombie(int health, int level) {
        this.health = health;
        this.level = level;
    }

    public abstract void heal();

    @Override
    public abstract void destroyed();

    public String getZombieInfo() {
        return "Health = " + health + "\nLevel = " + level;
    }
}
```

WalkingZombie.java

```java
package Jobsheet9;

public class WalkingZombie extends Zombie {

    public WalkingZombie(int health, int level) {
        super(health, level);
    }

    @Override
    public void heal() {
        double increase = 0;
        switch (level) {
            case 1 -> increase = 0.2;
            case 2 -> increase = 0.3;
            case 3 -> increase = 0.4;
        }
        health += (int)(health * increase);
        if (health > 100) health = 100;
    }

    @Override
    public void destroyed() {
        health -= (int)(health * 0.02);
        if (health < 0) health = 0;
    }

    @Override
    public String getZombieInfo() {
        return "Walking Zombie Data =\n" + super.getZombieInfo();
    }
}
```

Plant.java

```java
package Jobsheet9;

public class Plant {
    public void doDestroy(Destroyable d) {
        d.destroyed();
    }
}
```

JumpingZombie.java

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```java
package Jobsheet9;

public class JumpingZombie extends Zombie {

    public JumpingZombie(int health, int level) {
        super(health, level);
    }

    @Override
    public void heal() {
        double increase = 0;
        switch (level) {
            case 1 -> increase = 0.3;
            case 2 -> increase = 0.4;
            case 3 -> increase = 0.5;
        }
        health += (int)(health * increase);
        if (health > 100) health = 100;
    }

    @Override
    public void destroyed() {
        health -= (int)(health * 0.01);
        if (health < 0) health = 0;
    }

    @Override
    public String getZombieInfo() {
        return "Jumping Zombie Data =\n" + super.getZombieInfo();
    }
}
```

Destroyable.java

Jobsheet9 > Destroyable.java > Destroyable

```java
package Jobsheet9;

public interface Destroyable {
    void destroyed();
}
```

Barrier.java

Jobsheet9 > Barrier.java > ...

```java
package Jobsheet9;

public class Barrier implements Destroyable {
    private int strength;

    public Barrier(int strength) {
        this.strength = strength;
    }

    public void setStrength(int strength) {
        this.strength = strength;
    }

    public int getStrength() {
        return strength;
    }

    @Override
    public void destroyed() {
        strength -= (int)(strength * 0.09);
        if (strength < 0) strength = 0;
    }

    public String getBarrierInfo() {
        return "Barrier Strength = " + strength;
    }
}
```

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Tester.java

```java
package Jobsheet9;

public class Tester {
    Run | Debug
    public static void main(String[] args) {
        WalkingZombie wz = new WalkingZombie(health:100, level:1)
        JumpingZombie jz = new JumpingZombie(health:100, level:2)
        Barrier b = new Barrier(strength:100);
        Plant p = new Plant();

        System.out.println(wz.getZombieInfo());
        System.out.println();
        System.out.println(jz.getZombieInfo());
        System.out.println();
        System.out.println(b.getBarrierInfo());
        System.out.println(x:"\n------------------------");

        for (int i = 0; i < 4; i++) {
            p.doDestroy(wz);
            p.doDestroy(jz);
            p.doDestroy(b);
        }

        System.out.println();
        System.out.println(wz.getZombieInfo());
        System.out.println();
        System.out.println(jz.getZombieInfo());
        System.out.println();
        System.out.println(b.getBarrierInfo());
    }
}

```

Hasil

```
Walking Zombie Data =
Health = 100
Level = 1

Jumping Zombie Data =
Health = 100
Level = 2

Barrier Strength = 100

------------------------

Walking Zombie Data =
Health = 95
Level = 1

Jumping Zombie Data =
Health = 99
Level = 2

Barrier Strength = 70
```