Micro Assignment

Unhappy Ending

Create a program that creates and then kills an avatar.

- Create a class name *Avatar* that has a health variable (int) starting at 100.
- In the *Avatar* class, add method *takeDamage* that takes an argument (int) and subtracts it from health.
- In the *Avatar* class, add method *isAlive* that returns true if health is above 0.
- In the main method, create an Avatar object.
- Write a loop that gives the avatar random damage until *isAlive* returns false.

```
Avatar health 92, is alive: true
Avatar health 60, is alive: true
Avatar health 56, is alive: true
Avatar health 12, is alive: true
Avatar health -11, is alive: false
```