INFORME TAREA 1

Heartstone – Double Dispatch

Github: https://github.com/danielarayap1/ Tarea1

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Card
- getDamage():double
- getAttack():double
- getLife():double
- getName():String
- attack(Card):void
- attackedByAssassin(double):void
- attackedByDruid(double):void
- attackedByHealer(double):void
- attackedByHunter(double):void
- attackedByKnight(double):void
- attackedByMage(double):void
- attackedByPaladin(double):void
- attackedByShaman(double):void
- attackedByWarlock(double):void
- isDead():boolean
- kill():void

AbstractCard
- lifePoints: double
- attack: double
- damageCounter: double
- name: String
- AbstractCard(String,double,double)
- getName():String
- getDamage():double
- getLife():double
- getAttack():double
- attack(Card):void
- attackedByAssassin(double):void
- attackedByDruid(double):void
- attackedByHealer(double):void
- attackedByHunter(double):void
- attackedByKnight(double):void
- attackedByMage(double):void
- attackedByPaladin(double):void
- attackedByShaman(double):void
- attackedByWarlock(double):void
- isDead():boolean
- kill():void

Assassin
- Assassin(String,double,double)
- attack(Card):void
- attackedByDruid(double):void
- attackedByWarlock(double):void

Druid
- Druid(String,double,double)
- attack(Card):void
- attackedByShaman(double):void
- attackedByPaladin(double):void

Healer
- Healer(String,double,double)
- attack(Card):void
- attackedByAssassin(double):void
- attackedByPaladin(double):void

Hunter
- Hunter(String,double,double)
- attack(Card):void
- attackedByDruid(double):void
- attackedByMage(double):void

Knight
- Knight(String,double,double)
- attack(Card):void
- attackedByHunter(double):void
- attackedByAssassin(double):void

Mage
- Mage(String,double,double)
- attack(Card):void
- attackedByAssassin(double):void
- attackedByWarlock(double):void

Paladin
- Paladin(String,double,double)
- attack(Card):void
- attackedByKnight(double):void
- attackedByMage(double):void

Shaman
- Shaman(String,double,double)
- attack(Card):void
- attackedByHunter(double):void

Warlock
- Warlock(String,double,double)
- attack(Card):void
- attackedByHealer(double):void
- attackedByShaman(double):void