



# **UNIVERSIDAD DE LAS FUERZAS ARMADAS ESPE**

**CLASS NAME: OBJECT ORIENTED PROGRAMMING**

**TEACHER: EDISON LASCANO**

**NRC:14575**

**HOME WORK # 11**

**TOPIC: Data Persistence**

**NAME: CARLOS ÑATO**

```

# main.js X # http
# main.js > ...
  console.log("Your hero has been created! Hello " + hero.getName());
  const hero1 = new Hero("Olivier", "human");
  console.log("Do you want to attack?");
  const monsters = [
    new Monster("Dragon", "Firebreather", 8, 4, 8),
    new Monster("Goblin Shaman", "goblin", 3, 2, 2),
    new Monster("Specter", "undead", 6, 3, 5),
    new Monster("Stone Golem", "construct", 10, 5, 7),
    new Monster("Shadow Panther", "shadowCreature", 4, 3, 4)
  ];
  saveMonstersToJson(monsters, "monsters.json");
# http X
# http.js > ...
1 import fs from 'fs';
2
3 export function saveMonstersToJson(monsters, fileName) {
4   const jsonData = JSON.stringify(monsters.map(monster => monster.toJSON()), null, 2);
5
6   fs.writeFile(fileName, jsonData, 'utf8', (err) => {
7     if (err) {
8       console.error('Error writing JSON file:', err);
9     } else {
10      console.log('Monsters saved to:', fileName);
11    }
12  });
13 }
# monsters.json X
1 {
2   [
3     {
4       "name": "Dragon",
5       "race": "Firebreather",
6       "healthPoints": 8,
7       "damage": 4,
8       "level": 8
9     },
10    {
11      "name": "Goblin Shaman",
12      "race": "goblin",
13      "healthPoints": 3,
14      "damage": 2,
15      "level": 2
16    },
17    {
18      "name": "Specter",
19      "race": "undead",
20      "healthPoints": 6,
21      "damage": 3,
22      "level": 5
23    },
24    {
25      "name": "Stone Golem",
26      "race": "construct",
27      "healthPoints": 10,
28      "damage": 5,
29      "level": 7
30    },
31    {
32      "name": "Shadow Panther",
33      "race": "shadowCreature",
34      "healthPoints": 4,
35      "damage": 3,
36      "level": 4
37    }
38  ]
39 }
# PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS
You need to create your hero!
What's your name?
olivier
What's your hero's race?
orc
```