

human1 : Human

private int x

0

Inspect

private int currentHealth

100

Get

private int maxHealth

100

private int locX

15

private int locY

13

private int attackPower

12

private int defensePower

10

private (hidden) int x

0

Show static fields

Close

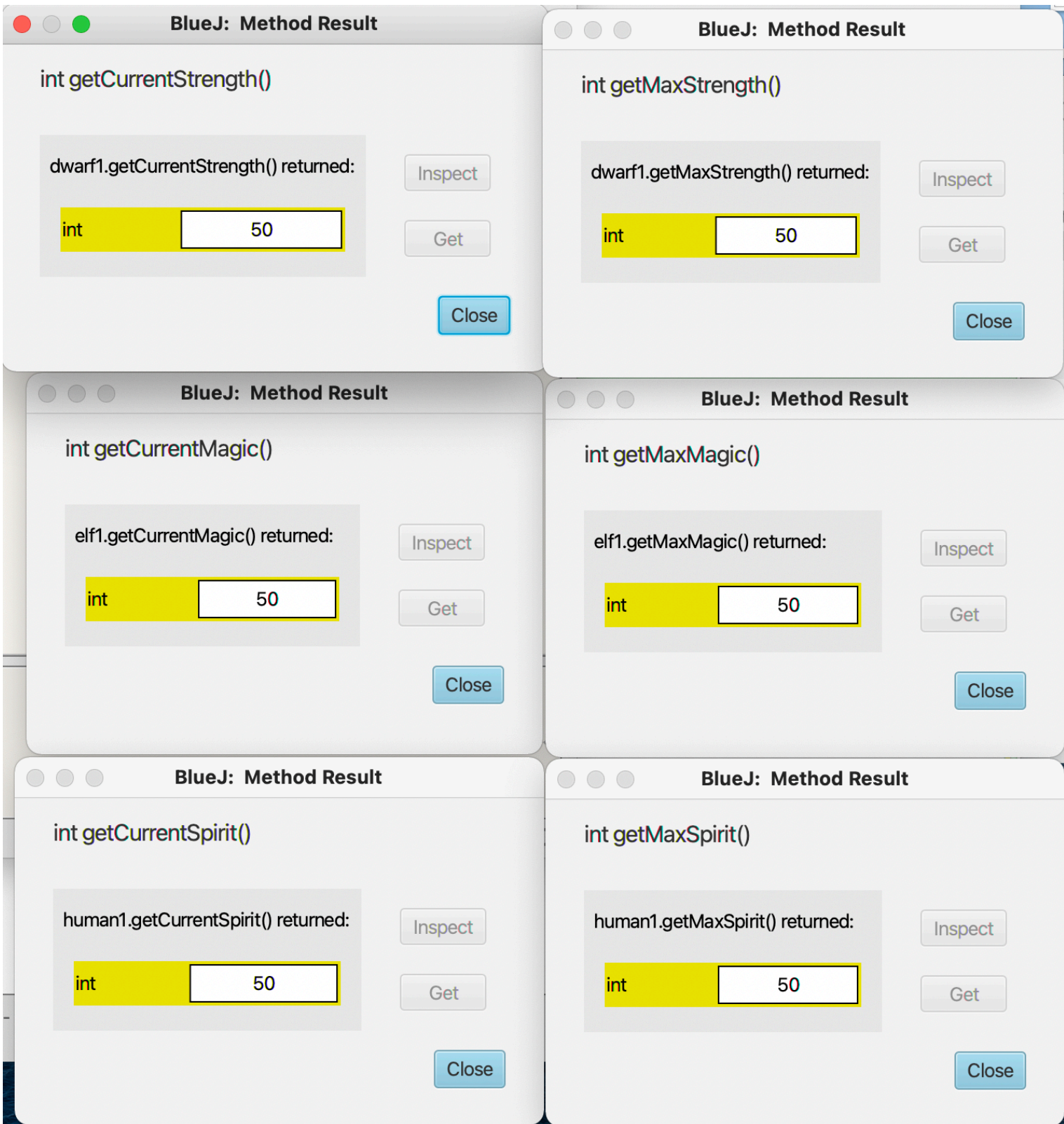
BlueJ: Terminal Window - Lab03

added piece

Piece 1:

100/100 HP

Location: (15, 13)



BlueJ: Method Result

int getCurrentSpirit()

human1.getCurrentSpirit() returned:

int 35

Inspect

Get

Close

BlueJ: Method Result

int getMaxSpirit()

human1.getMaxSpirit() returned:

int 30

Inspect

Get

Close

BlueJ: Method Result

int getCurrentMagic()

elf1.getCurrentMagic() returned:

int 25

Inspect

Get

Close

BlueJ: Method Result

int getMaxMagic()

elf1.getMaxMagic() returned:

int 15

Inspect

Get

Close

BlueJ: Method Result

int getCurrentStrength()

dwarf1.getCurrentStrength() returned:

int 10

Inspect

Get

Close

BlueJ: Method Result

int getMaxStrength()

dwarf1.getMaxStrength() returned:

int 5

Inspect

Get

Close



BlueJ: Method Result

int getMaxFire()

dragon1.getMaxFire() returned:

int 35

Inspect

Get

Close

BlueJ: Method Result

int getCurrentFire()

dragon1.getCurrentFire() returned:

int 40

Inspect

Get

Close

BlueJ: Method Result

int getMaxHate()

troll1.getMaxHate() returned:

int 25

Inspect

Get

Close

BlueJ: Method Result

int getCurrentHate()

troll1.getCurrentHate() returned:

int 30

Inspect

Get

Close



