# **DESARROLLO DE PROGRAMAS (2019/20)**

Simulacro de defensa 2 (miércoles)

Partiendo del código necesario para la entrega final del proyecto de programación y de los datos de inicio facilitado (initData2.txt), desarrollar las siguientes modificaciones al código desarrollado:

- 1. Siguiendo las especificaciones de **herencia y polimorfismo**, realizar los siguientes cambios en el proyecto:
  - a. crear un nuevo tipo de poción, "PolyJuicePotion". Esta poción se caracteriza por ser una poción muy poderosa y destructora a la vez, que hace que el personaje que la tome multiplique sus puntos ofensivos por 100 para que pueda acabar con todos sus contrincantes y la energía del propio personaje disminuirá hasta el valor -1. A pesar de dicho valor -1, a la hora de luchar, este personaje podrá "atacar" a otros personajes pero no podrá ser "atacado"
  - además, los personajes que hayan tomado esta poción desaparecerán de la simulación, es decir, al finalizar el duelo en el que está luchando no volverá a su casa ni irá al calabozo (para este cambio no se considera válido el uso de métodos como "instanceof" o "getClass")

## Tiempo: estrictamente 60 minutos

Para superar la modificación es necesario que **compile y ejecute correctamente** en el tiempo dado para realizarla.

### Entrega:

Se entregará a través del aula virtual en la tarea definida para tal efecto.

### Prueba:

Para probar la defensa:

• Se utilizará el fichero de datos "initData2.txt" con los siguientes cambios en la casa llamada "Slytherin":

```
//Slytherin's characters
//-----

House slytherin = new House("Slytherin" ... );
Character draco = new DefensiveCharacter("Draco Malfoy" ... );
->assign Wand (name: "DracoW", type: "HollyWandBehavior") to draco
->assign PolyJuiceExtraPotion to draco
slytherin.addMember(draco);
Character dolores = new OffensiveCharacter("Dolores Umbridge" ... );
```

- ->assign Wand (name: "DoloresW", type: "HawthornWandBehavior") to dolores ->assign **PolyJuiceExtraPotion** to dolores
- slytherin.addMember(dolores);
- ->sort slytherin's members
- hogwarts.newHouse(slytherin);

```
Teacher's output:
houses:
house:<Gryffindor>
character:<Ron Weasley> <e: 20.0> <o: 32.5> <d: 20.0> <wand: RonW (HollyWandBehavior)>
character:<Harry Potter> <e: 20.0> <o: 32.5> <d: 28.0> <wand: HarryW (HollyWandBehavior)>
character:<Hermione Granger> <e: 20.0> <o: 32.5> <d: 28.0> <wand: HermioneW (HollyWandBehavior)>
house:<Hufflepuff>
character:<Cedric Diggory> <e: 20.0> <o: 20.0> <d: 35.0> <wand: CedricW (HawthornWandBehavior)>
character:<Newton Scamander> <e: 20.0> <o: 20.0> <d: 25.0> <wand: NewtonW (HawthornWandBehavior)>
character:<Nymphadora Tonks> <e: 20.0> <o: 20.0> <d: 25.0> <wand: NymphadoraW (HawthornWandBehavior)>
character:<Rolf Scamander> <e: 20.0> <o: 20.0> <d: 25.0> <wand: RolfW (HawthornWandBehavior)>
character:<Susan Bones> <e: 20.0> <o: 20.0> <d: 25.0> <wand: SusanW (HawthornWandBehavior)>
character:<Pomona Sprout> <e: 20.0> <o: 26.0> <d: 25.0> <wand: PomonaW (HawthornWandBehavior)>
character:<Silvanus Kettleburn> <e: 20.0> <o: 26.0> <d: 25.0> <wand: SilvanusW (HawthornWandBehavior)>
house:<Slytherin>
character:<Dolores Umbridge> <e: -1.0> <o: 2500.0> <d: 20.0> <wand: DoloresW (HawthornWandBehavior)>
character:<Draco Malfoy> <e: -1.0> <o: 2000.0> <d: 25.0> <wand: DracoW (HollyWandBehavior)>
new wands:
wand: <Aspen (HollyWandBehavior)>
wand: <Cypress (HollyWandBehavior)>
wand: <Ebony (HollyWandBehavior)>
wand: <Hazel (HawthornWandBehavior)>
wand: <Ivy (HawthornWandBehavior)>
wand: <Larch (HawthornWandBehavior)>
wand: <Laurel (HawthornWandBehavior)>
wand: <Pear (HawthornWandBehavior)>
wand: <Pine (HawthornWandBehavior)>
wand: <Reed (HawthornWandBehavior)>
wand: <Rowan (HollyWandBehavior)>
wand: <Spruce (HawthornWandBehavior)>
wand: <Tamarack (HollyWandBehavior)>
wand: <Walnut (HawthornWandBehavior)>
wand: <Yew (HawthornWandBehavior)>
turn: <0>
characters who are going to duel:
```

character:<Dolores Umbridge> <e: -1.0> <o: 2500.0> <d: 20.0> <wand: DoloresW (HawthornWandBehavior)>

```
character:<Cedric Diggory> <e: 20.0> <o: 20.0> <d: 35.0> <wand: CedricW (HawthornWandBehavior)>
character:<Ron Weasley> <e: 20.0> <o: 32.5> <d: 20.0> <wand: RonW (HollyWandBehavior)>
```

#### duels:

<Dolores Umbridge> is dueling against <Cedric Diggory> attack points of <Dolores Umbridge> are: <3499.4> resistance points of <Cedric Diggory> are: <23.0>

the remaining energy of <Cedric Diggory> after the duel are: <0.0>

<Dolores Umbridge> is dueling against <Ron Weasley> attack points of <Dolores Umbridge> are: <3499.4> resistance points of <Ron Weasley> are: <40.0> the remaining energy of <Ron Weasley> after the duel are: <0.0>

<Cedric Diggory> is dueling against <Ron Weasley> <Cedric Diggory> is dueling against <Dolores Umbridge> <Ron Weasley> is dueling against <Dolores Umbridge> <Ron Weasley> is dueling against <Cedric Diggory>

#### duel results:

character:<Dolores Umbridge> <e: -1.0> <o: 2500.0> <d: 20.0> <wand: DoloresW (HawthornWandBehavior)> disappears character:<Cedric Diggory> <e: 0.0> <o: 20.0> <d: 35.0> <wand: CedricW (HawthornWandBehavior)> goes to dungeon character:<Ron Weasley> <e: 0.0> <o: 32.5> <d: 20.0> <wand: RonW (HollyWandBehavior)> goes to dungeon

turn: <1>

characters who are going to duel:

character:<Draco Malfoy> <e: -1.0> <o: 2000.0> <d: 25.0> <wand: DracoW (HollyWandBehavior)> character:<Harry Potter> <e: 20.0> <o: 32.5> <d: 28.0> <wand: HarryW (HollyWandBehavior)> character:<Newton Scamander> <e: 20.0> <o: 20.0> <d: 25.0> <wand: NewtonW (HawthornWandBehavior)>

#### duels:

<Draco Malfoy> is dueling against <Harry Potter> attack points of <Draco Malfoy> are: <599.3> resistance points of <Harry Potter> are: <48.8> the remaining energy of <Harry Potter> after the duel are: <0.0>

<Draco Malfoy> is dueling against <Newton Scamander> attack points of <Draco Malfoy> are: <599.3> resistance points of <Newton Scamander> are: <21.0> the remaining energy of <Newton Scamander> after the duel are: <0.0>

<Harry Potter> is dueling against <Newton Scamander> <Harry Potter> is dueling against <Draco Malfoy> <Newton Scamander> is dueling against <Draco Malfoy> <Newton Scamander> is dueling against <Harry Potter>

#### duel results:

character:<Draco Malfoy> <e: -1.0> <o: 2000.0> <d: 25.0> <wand: DracoW (HollyWandBehavior)> disappears character: <a href="Harry Potter"><e: 0.0><o: 32.5><d: 28.0></a> <a href="WandEdity"><market</a> (HollyWandBehavior)> goes to dungeon character:<Newton Scamander> <e: 0.0> <o: 20.0> <d: 25.0> <wand: NewtonW (HawthornWandBehavior)> goes to dungeon

```
turn: <2>
characters who are going to duel:
character:<Hermione Granger> <e: 20.0> <o: 32.5> <d: 28.0> <wand: HermioneW (HollyWandBehavior)>
character:<Nymphadora Tonks> <e: 20.0> <o: 20.0> <d: 25.0> <wand: NymphadoraW (HawthornWandBehavior)>
duels:
<Hermione Granger> is dueling against <Nymphadora Tonks>
attack points of <Hermione Granger> are: <23.75>
resistance points of <Nymphadora Tonks> are: <21.0>
the remaining energy of <Nymphadora Tonks> after the duel are: <17.25>
<Nymphadora Tonks> is dueling against <Hermione Granger>
attack points of <Nymphadora Tonks> are: <38.35>
resistance points of <Hermione Granger> are: <48.8>
the remaining energy of <Hermione Granger> after the duel are: <20.0>
duel results:
character:<Hermione Granger> <e: 20.0> <o: 32.5> <d: 28.0> <wand: HermioneW (HollyWandBehavior)> returns to the house
new wand assigned: <Aspen (class HollyWandBehavior)>
character:<Nymphadora Tonks> <e: 17.25> <o: 20.0> <d: 25.0> <wand: NymphadoraW (HawthornWandBehavior)> returns to the
new wand assigned: <Cypress (class HollyWandBehavior)>
turn: <3>
characters who are going to duel:
character:<Hermione Granger> <e: 20.0> <o: 32.5> <d: 28.0> <wand: Aspen (HollyWandBehavior)>
character:<Rolf Scamander> <e: 20.0> <o: 20.0> <d: 25.0> <wand: RolfW (HawthornWandBehavior)>
duels:
<Hermione Granger> is dueling against <Rolf Scamander>
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<Hermione Granger> is dueling against <Rolf Scamander> attack points of <Hermione Granger> are: <23.75> resistance points of <Rolf Scamander> are: <21.0> the remaining energy of <Rolf Scamander> after the duel are: <17.25>

<Rolf Scamander> is dueling against <Hermione Granger> attack points of <Rolf Scamander> are: <38.35> resistance points of <Hermione Granger> are: <48.8> the remaining energy of <Hermione Granger> after the duel are: <20.0>

#### duel results:

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character:<Hermione Granger> <e: 20.0> <o: 32.5> <d: 28.0> <wand: Aspen (HollyWandBehavior)> returns to the house new wand assigned: <Ebony (class HollyWandBehavior)> character:<Rolf Scamander> <e: 17.25> <o: 20.0> <d: 25.0> <wand: RolfW (HawthornWandBehavior)> returns to the house

new wand assigned: <Hazel (class HawthornWandBehavior)>

turn: <4>

characters who are going to duel: character:<Hermione Granger> <e: 20.0> <o: 32.5> <d: 28.0> <wand: Ebony (HollyWandBehavior)> character: <Susan Bones> <e: 20.0> <o: 20.0> <d: 25.0> <wand: SusanW (HawthornWandBehavior)> duels: <Hermione Granger> is dueling against <Susan Bones> attack points of <Hermione Granger> are: <23.75> resistance points of <Susan Bones> are: <21.0> the remaining energy of <Susan Bones> after the duel are: <17.25> <Susan Bones> is dueling against <Hermione Granger> attack points of <Susan Bones> are: <38.35> resistance points of <Hermione Granger> are: <48.8> the remaining energy of <Hermione Granger> after the duel are: <20.0> duel results: character: < Hermione Granger > <e: 20.0 > <o: 32.5 > <d: 28.0 > <wand: Ebony (HollyWandBehavior) > returns to the house new wand assigned: <Ivy (class HawthornWandBehavior)> character: <Susan Bones> <e: 17.25> <o: 20.0> <d: 25.0> <wand: SusanW (HawthornWandBehavior)> returns to the house new wand assigned: <Larch (class HawthornWandBehavior)> turn: <5> characters who are going to duel: character: <p character: <a href="Hermione Granger">Hermione Granger</a> <a href="Hermione Granger"><a href="Hermion duels: <Hannah Abbott> is dueling against <Hermione Granger> attack points of <Hannah Abbott> are: <48.4> resistance points of <Hermione Granger> are: <21.6> the remaining energy of <Hermione Granger> after the duel are: <0.0> <Hermione Granger> is dueling against <Hannah Abbott> duel results: character:<Hannah Abbott> <e: 20.0> <o: 26.0> <d: 25.0> <wand: HannahW (HawthornWandBehavior)> returns to the house new wand assigned: <Laurel (class HawthornWandBehavior)> character:<Hermione Granger> <e: 0.0> <o: 32.5> <d: 28.0> <wand: Ivy (HawthornWandBehavior)> goes to dungeon end of the simulation: houses: house:<Gryffindor> house:<Hufflepuff> character:<Pomona Sprout> <e: 20.0> <o: 26.0> <d: 25.0> <wand: PomonaW (HawthornWandBehavior)>

character:<Silvanus Kettleburn> <e: 20.0> <o: 26.0> <d: 25.0> <wand: SilvanusW (HawthornWandBehavior)>

character:<Nymphadora Tonks> <e: 17.25> <o: 20.0> <d: 25.0> <wand: Cypress (HollyWandBehavior)> character:<Rolf Scamander> <e: 17.25> <o: 20.0> <d: 25.0> <wand: Hazel (HawthornWandBehavior)> character:<Susan Bones> <e: 17.25> <o: 20.0> <d: 25.0> <wand: Larch (HawthornWandBehavior)> character:<Hannah Abbott> <e: 20.0> <o: 26.0> <d: 25.0> <wand: Laurel (HawthornWandBehavior)>

house:<Slytherin>

#### new wands:

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wand: <Pear (HawthornWandBehavior)>

wand: <Pine (HawthornWandBehavior)>

wand: <Reed (HawthornWandBehavior)>

wand: <Rowan (HollyWandBehavior)>

wand: <Spruce (HawthornWandBehavior)>

wand: <Tamarack (HollyWandBehavior)>

wand: <Walnut (HawthornWandBehavior)>

wand: <Yew (HawthornWandBehavior)>

dungeon characters:

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character:<Ron Weasley> <e: 0.0> <o: 32.5> <d: 20.0> <wand: RonW (HollyWandBehavior)> character:<Cedric Diggory> <e: 0.0> <o: 20.0> <d: 35.0> <wand: CedricW (HawthornWandBehavior)> character:<Harry Potter> <e: 0.0> <o: 32.5> <d: 28.0> <wand: HarryW (HollyWandBehavior)> character:<Newton Scamander> <e: 0.0> <o: 20.0> <d: 25.0> <wand: NewtonW (HawthornWandBehavior)> character:<Hermione Granger> <e: 0.0> <o: 32.5> <d: 28.0> <wand: Ivy (HawthornWandBehavior)>

#### the winner house is:

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house:<Hufflepuff>

character:<Pomona Sprout> <e: 20.0> <o: 26.0> <d: 25.0> <wand: PomonaW (HawthornWandBehavior)> character:<Silvanus Kettleburn> <e: 20.0> <o: 26.0> <d: 25.0> <wand: SilvanusW (HawthornWandBehavior)> character:<Nymphadora Tonks> <e: 17.25> <o: 20.0> <d: 25.0> <wand: Cypress (HollyWandBehavior)> character:<Rolf Scamander> <e: 17.25> <o: 20.0> <d: 25.0> <wand: Hazel (HawthornWandBehavior)> character:<Susan Bones> <e: 17.25> <o: 20.0> <d: 25.0> <wand: Larch (HawthornWandBehavior)> character:<Hannah Abbott> <e: 20.0> <o: 26.0> <d: 25.0> <wand: Laurel (HawthornWandBehavior)>