```csharp
 1  using System;
 2  using System.Collections.Generic;
 3  using System.Text;
 4
 5  namespace coursework
 6  {
 7      class Enemy
 8      {
 9          string name;
10          int dex, str;
11          public int AC, speed, HP;
12          public bool hasWeapon;
13          public int? hitDie, range;
14          Random random = new Random();
15
16          public Enemy(string name, int dex, int str, int AC, int speed, int HP, ⤶
             int? hitDie, int? range, bool hasWeapon)
17          {
18              this.name = name;
19              this.dex = dex;
20              this.str = str;
21              this.AC = AC;
22              this.speed = speed;
23              this.HP = HP;
24              this.hitDie = hitDie;
25              this.range = range;
26              this.hasWeapon = hasWeapon;
27          }
28
29      }
30  }
31
```