

We are always thinking about the future entertainment. Well, it seems like that future is already here... RoboBattle!!

Yes, we are talking about metal asses kicked by powerful death tools. We are talking about the oil floating all over the place. What a delicious view!

Your goal is to create a program that simulates a two players game in the screen. But this will not be a normal fight... as you might expect..

The RoboBattle works like this:

- They have to fight until one of them falls.
- Each player must choose an attack movement to do and the result will be evaluated by the refery.
- You have to create a RoboCage where you must have 2 robocontenders, a robochampion and a refery
- You need a RoboContender class, where you must have 3 different types of attack movements. Each of them have a fix damage:
 - weak = 10 damage
 - strong = 20 damage
 - definitive = 50 damage
- You must have a Refery class to judge the damage and tell to the audience the result of the round.

The special rules are these:

- If both select to attack with the weak attack, the damage for both is gonna be null.
- If both select strong attack, the damage is gonna be double!
- If they decide to attack with the definitive attack, the scenario will blow up and both lose.
- If one choose the definitive attack movement and the other player choose the weak one, it will only apply the weak damage and the definitive damage won't be applied.

We built an awesome Web application that stores points of interest of a city. Our small competitor, Foursquare, has some features we'd like to copy to put us into the number 1 position in all the innovation lists.

We'd like to create a popularity ranking for our points of interest. To rank places by popularity, consider the following:

1. We will have different kinds of popularity rankings.
The first of these will be based on the number of visits for that point of interest (POI).
Keep a count of visits in the POI class.
2. The second will be based the amount the amount of comments a POI has.
Store comments as an array of strings inside the POI.
3. The third is based on a crazy new psychological study:
apparently POIs with more a's in the name end up being more popular.
4. The final kind of ranking will be based on the average number of words in the POI's comments.
POIs with wordier comments are would be ranked higher.
5. Since our most important asset are our employees we are outsourcing some of the work to Czech Republic. We'd like to have our eastern Europe colleagues work as little as possible in order to get more rankings in place so provide a nice way of creating new criteria for sorting.