Template Pattern

Add the following behaviors to each Warrior:
int calculateAttack();
int calculateDefense();
double calculateBoost();
double calculatePower();

Requirements for Aggressive Warriors:
      Attack is calculated by adding the attack field to double the level field
      Defense is calculated by adding the defense field to the level field
      Boost is calculated by dividing the attack field by 2
Requirements for Defensive Warriors:
      Attack is calculated by adding the attack field to the level field
      Defense is calculated by adding the defense field to double the level field
      Boost is calculated by dividing the defense field by 2

Power is calculated by adding the calculated attack, defense, and boosts together.

Submission

Same as A1.