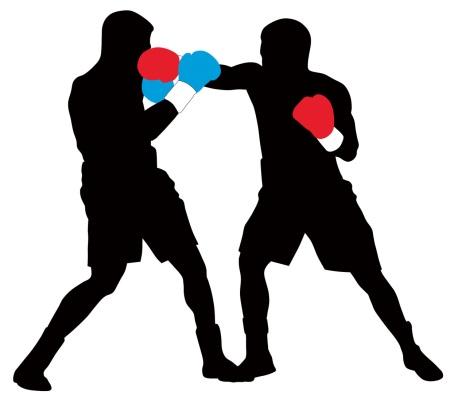
**OOP Lab05 – Boxing**



The goal of this lab isto create a Boxer class and a Runner that pits 2 boxers against each other. The Boxer class will have 2 fields (instance variables): name and health.

This lab is a code-along. Follow along with this video. Code what I code while you are watching. <https://youtu.be/AR_tW5qtbYk>

**When the video is done**, add some code into both the Boxer class and the BoxingMatchRunner class.

In the Boxer class,

* Add properties to keep track of punchCount (how many punches that boxer has thrown) and damageTotal (how much damage that boxer has caused to other boxers).
* Edit the methods within the Boxer class to ensure that the data in these properties is accurate.
* Add accessor methods (getPunchCount and getDamageTotal) for these 2 new properties.
* Add an accessor method called getAveragePunchDamage that returns (as a double rounded to the tenths place) the average amount of damage that boxer causes over all previous punches.

In the BoxingMatchRunner class,

* When the match is over, print stats about the fight indicating how many punches each boxer threw, how much total damage was caused, and the average damage per punch. (HINT: If you are wondering how to the the spacing to line up, don’t forget about the tab escape sequence. You may have to use multiple in some places.)

Sample Output of additional code:

The winner by knockout is.... George!!!

Match Statistics:

Punches Thrown Fred: 15 George: 19

Damage Caused Fred: 95 George: 112

Average Punch Damage Fred: 6.3 George: 5.9