

# Csharp.

Cordyceps.cs

namespace models

```
{  
    public abstract class Cordyceps  
    {  
        private string origin = "";  
        public string Origin  
        {  
            get { return origin; }  
            set  
            {  
                if (!string.IsNullOrEmpty(value))  
                    origin = value;  
            }  
        }  
        public Cordyceps(string origin)  
        {  
            Origin = origin;  
        }  
        public void Spread()  
        {  
            Console.WriteLine("El hongo se propaga desde: " + Origin);  
        }  
        public abstract string Behavior();  
    }  
}
```

## RecentlyInfected.cs

using models;  
namespace models

```
{ public class RecentlyInfected : Cordyceps
{
    private int hours;
    public RecentlyInfected(string origin) : Base(origin)
    {
        hours = 2;
    }
    public override string Behavior()
    {
        return "En esta fase todavía es humano, esta es la primera etapa de la infección.";
    }
    public void ShowHours()
    {
        Console.WriteLine("Horas desde el contacto: " + hours +
            " horas. Esta fase puede durar de uno a dos días, dependiendo de la persona infectada.");
    }
    public int GetHours()
    {
        return hours;
    }
    public void ResetHours()
    {
        hours = 0;
    }
}
```

## Runner.cs

```
using models;
namespace models
{
    public class Runner : Cordyceps
    {
        internal bool aggressive;
        public Runner(string origin) : base(origin)
        {
            aggressive = true;
        }
        public override string Behavior()
        {
            return "En esta etapa del cordyceps el infectado corre rápido y ataca sin pensar al primer que ";
        }
        public void ShowAggression()
        {
            //return aggressive;
        }
        //public
        Console.WriteLine("Esta etapa es agresiva? " + aggressive + ". Son fáciles de abatir a mano limpia, pero peligrosos.");
        public bool IsAggressive()
        {
            return aggressive;
        }
        public void CalmDown()
        {
            aggressive = false;
        }
    }
}
```

## Stalker.cs

using models;

namespace models

```
Public class Stalker : Cordyceps
{
    Protected bool hidden;
    public Stalker (string origin) : base (origin)
    {
        hidden = true;
    }
    public override string Behavior ()
    {
        return "En esta fase del cordyceps sigue siendo muy parecido a la anterior, pero en esta se oculta y ataca por sorpresa";
    }
    protected void Hide ()
    {
        Console.WriteLine ("El acechador se ha escondido. ¡Cuidado al acercarse!");
    }
    public void ActivateStealth ()
    {
        Hide ();
    }
    public void IsHidden ()
    {
        return hidden;
    }
    public void Reveal ()
    {
        hidden = false;
    }
}
```

## Clicker.cs

```
using Click // Using models;
namespace models
{
    public class Clicker : Cordyceps
    {
        private string sound;
        public Clicker (string origin) : base (origin)
        {
            sound = "Click";
        }
        public override string Behavior ()
        {
            return "En esta fase, el hongo ha dejado ciego al infectado,  
usa ecolocalización para caer. Inconsejo: No lo enfrentes  
a mano limpia, evita el enfrentamiento.";
        }
        public void EmitSound ()
        {
            Console.WriteLine ("Sonido emitido: " + sound);
        }
        public string GetSound ()
        {
            return sound;
        }
        public void ChangeSound (string newSound)
        {
            sound = newSound;
            Console.WriteLine ("El chasquedor ha hecho un sonido  
distinto: " + sound);
        }
    }
}
```

## Bloather.cs

using models;  
namespace models

```
{  
    public class Bloather : Cordyceps  
    {  
        private int resistance;  
        public Bloather(string origin) : base(origin)  
        {  
            resistance = 100;  
        }  
        public override string Behavior()  
        {  
            return "Ultima fase del cordyceps, en esta fase lanza  
            esporas y es muy dificil de eliminar. \nConsejo: evita  
            el enterramiento directo y usa un lanzallamas.";  
        }  
        public void ShowResistance()  
        {  
            Console.WriteLine("Resistencia: " + resistance);  
        }  
        public int GetResistance()  
        {  
            return resistance;  
        }  
        public void ReduceResistance()  
        {  
            resistance -= 10;  
        }  
    }  
}
```

## Program.cs

```
using System;
using models;
class Program
{
    static void Main (string [] args)
    {
        Console.WriteLine ("Simulación de cordyceps \n In Fase 1: Recientemente Infected (infectedo reciente) \n");
        RecentlyInfected phase1 = new RecentlyInfected ("Boston");
        phase1.Spread();
        Console.WriteLine (phase1.Behavior ());
        phase1.ShowHours ();
        Console.WriteLine (phase1.GetHours ());
        phase1.ResetHours ();
        Console.WriteLine ("\n En Primera fase del hongo cordyceps completa. \n");

        Console.WriteLine ("Fase 2: Runner (corredor agresivo) \n");
        runner phase2 = new Runner ("Pittsburgh");
        phase2.Spread();
        Console.WriteLine (phase2.Behavior ());
        phase2.ShowAggression ();
        Console.WriteLine (phase2.IsAggressive ());
        phase2.CalmDown ();
        Console.WriteLine ("\n En Segunda fase del hongo cordyceps completa. \n");

        Console.WriteLine ("Fase 3: Stalker (acechador) \n");
        Stalker phase3 = new Stalker ("Seattle");
        phase3.Spread();
        Console.WriteLine (phase3.Behavior ());
        phase3.ActivateStealth ();
        Console.WriteLine (phase3.isHidden ());
        phase3.Reveal ();
        Console.WriteLine ("\n En tercera fase del cordyceps terminada. \n");
    }
}
```

```
Console.WriteLine ("fase4: Clicker (chasquedor)\n");
Clicker phase4 = new Clicker ("Salt Lake City");
phase4. Spread();
Console.WriteLine (phase4. Behavior ());
phase4. EmitSound();
Console.WriteLine (phase4. GetSound ());
phase4. ChangeSound ("¡chas!");
Console.WriteLine ("In Cuarta fase del hongo Cordyceps completada.\n");

Console.WriteLine ("fase5: Bloather (gordinflón o hinchado)\n");
Bloather phase5 = new Bloather ("Jackson");
phase5. Spread();
Console.WriteLine (phase5. Behavior ());
phase5. ShowResistance ();
Console.WriteLine (phase5. GetResistance ());
phase5. ReduceResistance ();
Console.WriteLine ("In Quinta y última fase del hongo Cordyceps
completada.\n");
}
```