

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 rapido  
            y ataca sin pensar a lo primero que";
```

```
        }  
        public void ShowAggression()
```

```
        {  
            // return aggressive;
```

```
        }  
        // public
```

```
        Console.WriteLine("Esta etapa es agresiva? " + aggressive + ". Son  
        faciles 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 parecida 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 bool IsHidden()

{  
return hidden;  
}

public void Reveal()

{  
hidden = false;  
}

}



Clicker.cs

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```
//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 cazar. 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 chusqueador 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. \n Consejo: evita  
            el enfrentamiento 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 \n fase 1: Recently  
Infected (infectado reciente) \n");
        RecentlyInfected phase1 = new RecentlyInfected ("Boston");
        phase1.Spread();
        Console.WriteLine (phase1.Behavior());
        phase1.ShowHours();
        Console.WriteLine (phase1.GetHours());
        phase1.ResetHours();
        Console.WriteLine ("\n Primera fase del hongo Cordyceps completada. \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 Segunda fase del hongo Cordyceps completada. \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 tercera fase del cordyceps terminada. \n");
    }
}
```

```

Console.WriteLine("fase 4: 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("\n Cuarta fase del hongo Cordyceps completada \n");

Console.WriteLine("fase 5: 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("\n Quinta y última fase del hongo Cordyceps
Completada. \n");
}
}

```