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## Step 1

[RolePlayV12.sln](file:///C:\Git\OOProg25\Chap\OOProg01\MySolution\OOP.1.7\RolePlayV12\RolePlayV12.sln)   
In the DealDamage method 3 instance fields are used: the generator for random numbers and a min an max damage to limit the randomizer. These values are set in the constructor

## Step 2

The sword class has the same functionality as the warrior when it comes to dealing damage

## Step 3

It is better to take the sword as a parameter as this is a more flexible solution allowing any type of sword instead of only one fixed in the constructor. It also makes it possible to input another sword instead of having to change the warrior class

It would be against the single responsibility principle to let the warrior class create a sword object

## Step 4 A black screen with white text AI-generated content may be incorrect.

## Step 5

Removed max damage, min damage and generator from instance fields and constructor

## Step 6

A screenshot of a computer

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## Step 7

The sword class now contains the logic for damage calculations which is better since the weapon always should be responsible for calculating such

## Step 8

  
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AI-generated content may be incorrect.  
A screen shot of a computer code

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