



C++ source code written to file Fighter.cpp

```
#include "Stance.cpp"

class Fighter {
private:
    Stance* stances[7];
    Stance* currentStance;
    bool blockBonusOn;
    int blockBonus;
    bool attackBonusOn;
    int attackBonus;
    std::string name;
    int chanceOfAttack;
    int health;
public:
    const static int AGGRESSIVE = 0;
    const static int BALANCED = 1;
    const static int DEFENSIVE = 2;
    const static int AGGRESSIVE_FLIPPED = 3;
    const static int BALANCED_FLIPPED = 4;
    const static int DEFENSIVE_FLIPPED = 5;
```

C++ source code appended to file Fighter.cpp

```
const static int NEUTRAL = 0;  
const static int ATTACK_LOW = 1;  
const static int ATTACK_MID = 2;  
const static int ATTACK_HIGH = 3;  
const static int BLOCK_LOW = 4;  
const static int BLOCK_MID = 5;  
const static int BLOCK_HIGH = 6;
```

```
Fl_GIF_Image* getImage(void) { return currentStance->getImage(); }  
int getChanceOfAttack(void) { return chanceOfAttack; }  
int getHealth(void) { return health; }  
int getPower(void);
```

C++ source code appended to file Fighter.cpp

```
int getToughness(void);  
int getStanceType(void) { return currentStance-&gtgetType(); }  
int getStanceHeight(void) { return currentStance-&gtgetHeight(); }  
std::string getStanceName(void) { return currentStance-&gtgetName(); }  
std::string getName(void) { return name; }  
void setStance(int type);  
void adjustHealth(int change) { health += change; }  
void toggleBlockBonus(bool set) { blockBonusOn = set; }  
void toggleAttackBonus(bool set) { attackBonusOn = set; }  
Fighter(int style);  
};
```

C++ source code appended to file Fighter.cpp

```
Fighter::Fighter(int style) {  
    health = 100;  
    for (int i = 0; i < 7; i++) {  
        stances[i] = new Stance(style, i);  
    }  
    currentStance = stances[0];  
    if (style == 0 || style == 3) {  
        blockBonus = 2;  
        attackBonus = 3;  
        chanceOfAttack = 70;  
        name = "Aggressive";  
    } else if (style == 1 || style == 4) {  
        blockBonus = 4;  
        attackBonus = 2;  
        chanceOfAttack = 50;  
        name = "Balanced";
```

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```
    } else if (style == 2 || style == 5) {  
        blockBonus = 4;  
        attackBonus = 1;  
        chanceOfAttack = 40;  
        name = "Defensive";  
    }  
    setStance(0);  
    blockBonusOn = false;  
    attackBonusOn = false;  
}  
  
int Fighter::getPower(void) {  
    if (attackBonusOn) {  
        return currentStance->getPower() + attackBonus;  
        attackBonusOn = false;  
    } else {  
        return currentStance->getPower();  
    }  
}
```

C++ source code appended to file `Fighter.cpp`

```
int Fighter::getToughness(void) {  
    if (blockBonusOn) {  
        return currentStance→getToughness() + blockBonus;  
        blockBonusOn = false;  
    } else {  
        return currentStance→getToughness();  
    }  
}  
  
void Fighter::setStance(int type) {  
    currentStance = stances[type];  
}
```