

Philip Pesic

Week 14

November 20 2022

Week 14 Prog 1A

Intro to polymorphism Tutorial 55 -

//

// main.cpp

// Week 14 Prog 1A

//

// Created by Pippo Pesic on 11/17/22.

//

#include <iostream>

using namespace std;

class Enemy {

protected:

int attackPower;

public:

void setAttackPower(int a) {

attackPower = a;

}

};

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```
class Ninja : public Enemy {  
  
public:  
  
    void attack() {  
  
        cout << "I am a Ninja, Ninja Chop! - " << attackPower << endl;  
  
    }  
  
};
```

```
class Monster : public Enemy {  
  
public:  
  
    void attack() {  
  
        cout << "Monster must eat you! - " << attackPower << endl;  
  
    }  
  
};
```

```
int main() {  
  
    Ninja n;  
  
    Monster m;  
  
    Enemy *enemy1 = &n;  
  
    Enemy *enemy2 = &m;  
  
    enemy1->setAttackPower(29);  
  
    enemy2->setAttackPower(99);
```

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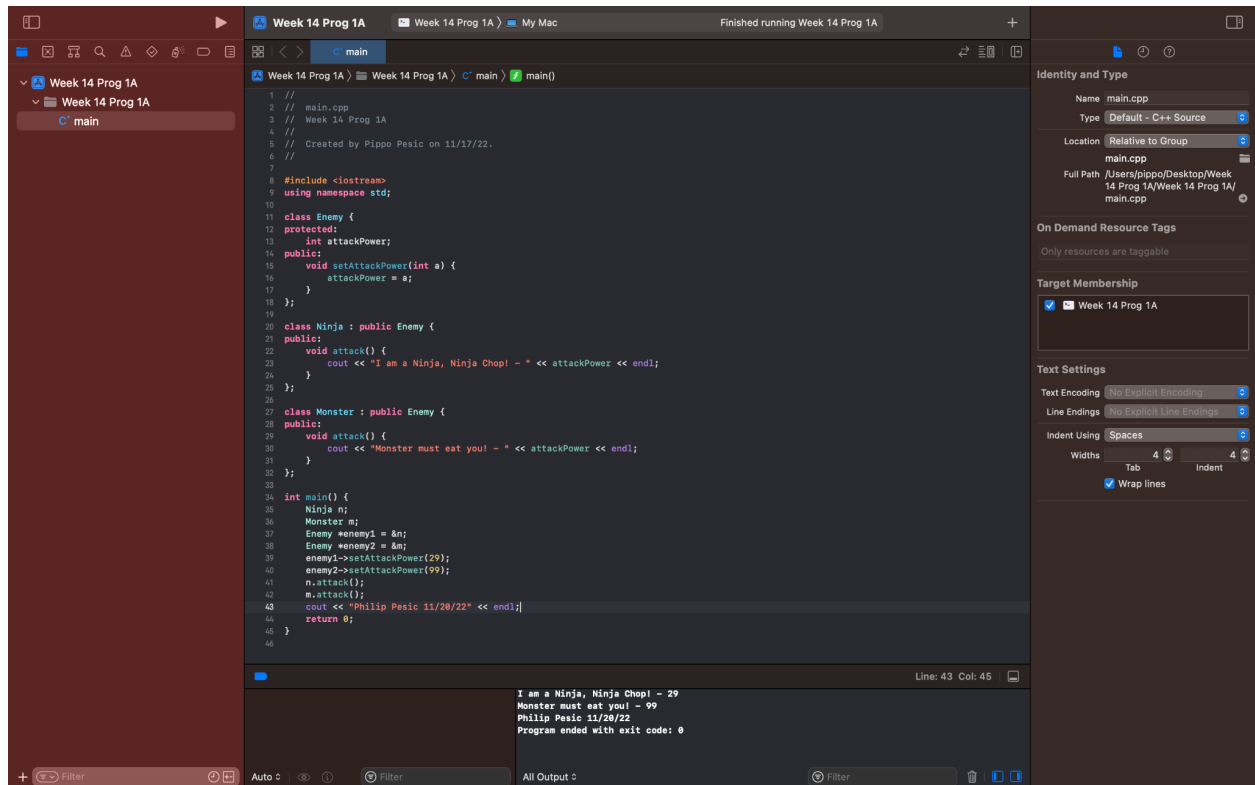
```
n.attack();

m.attack();

cout << "Philip Pesic 11/20/22" << endl;

return 0;

}
```



I learned: how to utilize polymorphism to modify a function