public class PocketMonster

{

private int health, power, accuracy;

public PocketMonster(int h, int p, int a)

{

health = h;

power = p;

accuracy = a;

}

public int bite()

{

int chance = (int) (Math.random()\*accuracy + 1);

if (chance > accuracy)

return power;

else

return 0;

}

public void heal()

{

health += (power/3);

}

}

PocketMonster **9 points**

**+1** Class header public class PocketMonster

**+1** 3 PIVs of type int

**+2** Constructor

**+1** Constructor header public PocketMonster(int h, int p, int a)

**+1** initialize all PIVs using parameter values

**+3** bite() method

**+1** method header public int bite()

**+1** generates a random value using Math.random()

**+1** returns correct value based with correct accuracy

**+1** heal() method

**+1** method header public void heal()

**+1** modifies health using 1/3 the value of power