What MSOE’s prologue section looks like.

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 \* Course: CS1011 - 171  
 \* Fall 2022  
 \* Lab 7 - Battle Simulator 3000  
 \* Name: Kaiden Pollesch  
 \* Created: 10/11/2023  
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Any method that is called by another method is a “helper method,” but it also has to be a method that is in the same class and has a private access modifier.

For example, in the Mugwump class we used the method ai only in the attack method, and no where else so the ai method is then considered a helper method.

Getters and Setters:

public int getSquareFeet() {  
 return squareFeet;  
}  
public void setSquareFeet(int squareFeet) {  
 this.squareFeet = squareFeet;  
}

UML example:

public class Die {  
 final int sixSides = 6;  
 private int numSides;  
 private int currentValue;  
  
 public Die() {  
 this.numSides = 6;  
 roll();  
 }  
 public Die(int numSides){  
 final int oneHundred = 100;  
 if (numSides > oneHundred){  
 this.numSides = sixSides;  
 roll();  
 } else {  
 this.numSides = numSides;  
 roll();  
 }  
 }  
 public void roll(){  
 double randomValue = Math.*random*();  
 currentValue = (int) (randomValue \* numSides) + 1;  
 }  
 public int getCurrentValue(){  
 return currentValue;  
 }  
}

