In a fantasy world, there exist various powerful creatures that roam the lands. A group of adventurers wanted to keep track of these creatures and their hit points. You are being the software developer, help the adventures to implement the functionalities.

**Component Specification: FantasyCreature**

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| --- | --- | --- |
| **Type (Class)** | **Attributes** | **Methods** |
| **FantasyCreature** | private Map<String, Integer> **fantasyCreatureMap** | Getter and setter methods for the attribute are included in the code skeleton.  ***Note:****Here the fantasyCreatureMap, holds the Key as creatureName and Value as hitPoints.* |

**Component Specification: FantasyCreature**

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| --- | --- | --- | --- |
| **Requirement** | **Type (Class)** | **Methods** | **Responsibilities** |
| Insert the *creatureName  and hitPoints into the*fantasyCreatureMap | **FantasyCreature** | public void **addFantasyCreature**(String creatureName, int hitPoints) | The method takes creatureName and hitPoints as parameters and adds them to the fantasyCreatureMap. |
| Find the hit points of the creature based on the given creature's name. | **FantasyCreature** | public int **findTheHitPointsForTheGivenCreature**(String creatureName) | This method accepts a parameter, **creatureName**. It finds the hit points of the creature for the given creatureName and returns the result. Else return -1.  ***Condition: creatureName****is case Sensitive.* |
| Filter the creatures based on the hit points. | **FantasyCreature** | public Set<String>  **findTheCreatureNamesBasedOnTheHitpoints**() | This method filters the creatureName and returns the Set of creatureName's based on the hit points of the creature.    ***Condition:****All the creatures whose hit points is greater than or equal to 80.* |

The main method in the UserInterface class gets the total number of fantasy creature, and their details from the user.

Invoke the ***addFantasyCreature***method to add the details in to the fantasyCreatureMap.  
  
Get the *creature*from the user and invoke **findTheHitPointsForTheGivenCreature**method which counts and returns the hitPoints associated with that *creature*. Display the results by referring to sample input and output.  
  
Invoke the **findTheCreatureNamesBasedOnTheHitpoints**method which retrieves recipe's associated with that fantasyCreature. Display the results by refer to sample input and output.

**Note:**

* In the Sample Input / Output provided, the highlighted text in bold corresponds to the input given by the user, and the rest of the text represents the output.
* Ensure to follow the object-oriented specifications provided in the question description.
* Ensure to provide the names for the classes, attributes, and methods as specified in the question description.
* Adhere to the code template, if provided.

**Sample Input / Output 1**

Enter number of creatures to be added

**8**

Enter the creatures details

**Banshee:70**

**Basilisk:80**

**BlackKnight:100**

**Brownie:36**

**Cerberus:45**

**Changeling:27**

**Djinn:91**

**Zombie:56**

Enter the fantasy creature name

**BlackKnight**

The Hit Points for the Black Knight is 100

Fantasy Creatures based on the condition are

Djinn

BlackKnight

Basilisk

**Sample Input / Output 2**

Enter number of creatures to be added

**6**

Enter the creatures details

**Ghost:25**

**Ghoul:56**

**Harpy:69**

**Imp:78**

**Leprechaun:48**

**Naga:72**

Enter the fantasy creature name

**Roc**

No fantasy creature were found

No fantasy creature were found for the given condition