

time values will of course differ between tests.

Amount of A and B blocks can differ between tests depending on which are destroyed.

### **DamageTest1:**

#### **output at the start:**

```
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 1
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 1
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 1
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
```

Hardness: 1  
Resistance: 1

**output after grabbing the first power:**

```
2376 deployed: org.alia4j.noirin.action.MethodCallAction@77f73362      [* *  
bp.base.Ball+.getDamage(..) throws * exposes[${1}] when  
org.alia4j.liam.TruePredicate@64ea476]  
ScheduleInfo [time=AROUND, rule=DEFAULT]  
----- Ball: Ball -----  
Size: 1.0  
Speed: 5.788125000000001  
Orientation: 271  
Damage: 2  
Immaterial: false  
----- Paddle: Paddle -----  
Size: 1.0  
Speed: 5.0  
Orientation: 5.0  
----- Block: A -----  
Size: 10.0  
Hardness: 1  
Resistance: 0  
----- Block: B -----  
Size: 10.0  
Hardness: 1  
Resistance: 1  
----- Block: B -----  
Size: 10.0  
Hardness: 1  
Resistance: 1
```

## DamageTest2:

### output at the start:

```
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 1
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 1
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 1
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 1
```

### output after grabbing the first power:

```
1749 deployed: org.alia4j.noirin.action.MethodCallAction@7bd0b029      [* *
bp.base.Ball+.getDamage(..) throws * exposes[${1}] when
org.alia4j.liam.TruePredicate@41dd9340]
ScheduleInfo [time=AROUND, rule=DEFAULT]
----- Ball: Ball -----
Size: 1.0
Speed: 5.5125
Orientation: 245
Damage: 2
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 1
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 1
```

### output after the power expires:

```
5775 deployed: org.alia4j.noirin.action.MethodCallAction@7bd0b029      [* *
bp.base.Ball+.getDamage(..) throws * exposes[${1}] when
org.alia4j.liam.TruePredicate@41dd9340]
ScheduleInfo [time=AROUND, rule=DEFAULT]
----- Ball: Ball -----
Size: 1.0
Speed: 5.7881250000000001
Orientation: 147
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 1
```

### DamageTest3:

#### output at the start:

```
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
```

**output after grabbing the first power:**

```
1056 deployed: org.alia4j.noirin.action.MethodCallAction@5b801415      [* *
bp.base.Ball+.getDamage(..) throws * exposes[${-1}] when
org.alia4j.liam.TruePredicate@35a69da1]
ScheduleInfo [time=AROUND, rule=DEFAULT]
----- Ball: Ball -----
Size: 1.0
Speed: 5.25
Orientation: 235
Damage: 0
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
```

#### DamageTest4:

##### output at the start:

```
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 1
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 1
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 1
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 1
```

#### output after grabbing the first power:

```
2541 deployed: org.alia4j.noirin.action.MethodCallAction@545a7070      [* *
bp.base.Ball+.getDamage(..) throws * exposes[${-1}] when
org.alia4j.liam.TruePredicate@7d8bf453]
ScheduleInfo [time=AROUND, rule=DEFAULT]
----- Ball: Ball -----
Size: 1.0
Speed: 5.788125000000001
Orientation: 89
Damage: 0
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 1
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 1
```

#### output after the power expires:

```
7557 deployed: org.alia4j.noirin.action.MethodCallAction@545a7070      [* *
bp.base.Ball+.getDamage(..) throws * exposes[${-1}] when
org.alia4j.liam.TruePredicate@7d8bf453]
ScheduleInfo [time=AROUND, rule=DEFAULT]
----- Ball: Ball -----
Size: 1.0
Speed: 6.381407812500001
Orientation: 332
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 1
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 1
```



