

time values will of course differ between tests.

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

Resistances may drop below 0, this equals vulnerability, thus the block takes more damage from a hit.

HardnessTest1:

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:

```
4785 deployed: org.alia4j.noirin.action.MethodCallAction@4ea9b5f4      [* *  
bp.base.Block+.getHardness(..) throws * exposes[${1}] when  
org.alia4j.liam.TruePredicate@67e8ce84]  
ScheduleInfo [time=AROUND, rule=DEFAULT]  
----- Ball: Ball -----  
Size: 1.0  
Speed: 5.5125  
Orientation: 232  
Damage: 1  
Immaterial: false  
----- Paddle: Paddle -----  
Size: 1.0  
Speed: 5.0  
Orientation: 5.0  
----- Block: A -----  
Size: 10.0  
Hardness: 2  
Resistance: 0  
----- Block: B -----  
Size: 10.0  
Hardness: 2  
Resistance: 0
```

**output after grabbing the second power (in this case the remaining A block was hit twice,
destroying it before the power ended):**

```
9801 deployed: org.alia4j.noirin.action.MethodCallAction@4ea9b5f4      [* *  
bp.base.Block+.getHardness(..) throws * exposes[${1}] when  
org.alia4j.liam.TruePredicate@67e8ce84]  
ScheduleInfo [time=AROUND, rule=DEFAULT]  
----- Ball: Ball -----  
Size: 1.0  
Speed: 6.077531250000001  
Orientation: 241  
Damage: 1  
Immaterial: false  
----- Paddle: Paddle -----  
Size: 1.0  
Speed: 5.0  
Orientation: 5.0  
----- Block: B -----  
Size: 10.0  
Hardness: 0  
Resistance: 0
```

HardnessTest2:

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:

```
1749 deployed: org.alia4j.noirin.action.MethodCallAction@25eb91c6      [* *
bp.base.Block+.getHardness(..) throws * exposes[${-1}] when
org.alia4j.liam.TruePredicate@caf719d]
ScheduleInfo [time=AROUND, rule=DEFAULT]
----- Ball: Ball -----
Size: 1.0
Speed: 5.5125
Orientation: 245
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 0
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 0
Resistance: 0
```

HardnessTest3:

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: 10
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 10
----- 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: 10
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 10
```

output after grabbing the first power:

```
1749 deployed: org.alia4j.noirin.action.MethodCallAction@4a7846a9      [* *
bp.base.Block+.getHardness(..) throws * exposes[${-1}] when context value
predicateorg.alia4j.languages.bp.context.ObjectEqualContext@dd86098]
ScheduleInfo [time=AROUND, rule=DEFAULT]
----- Ball: Ball -----
Size: 1.0
Speed: 5.5125
Orientation: 324
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: 0
Resistance: 10
----- Block: B -----
Size: 10.0
Hardness: 0
Resistance: 10
```