

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.

### **ResistanceTest1:**

#### **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:

```
3531 deployed: org.alia4j.noirin.action.MethodCallAction@453bb109      [* *  
bp.base.Block+.getResistance(..) throws * exposes[${-1}] when  
org.alia4j.liam.TruePredicate@51e3e961]  
ScheduleInfo [time=AROUND, rule=DEFAULT]  
----- Ball: Ball -----  
Size: 1.0  
Speed: 2.736  
Orientation: 293  
Damage: 1  
Immaterial: false  
----- Paddle: Paddle -----  
Size: 1.0  
Speed: 5.0  
Orientation: 5.0  
----- Block: A -----  
Size: 10.0  
Hardness: 1  
Resistance: -1  
----- Block: B -----  
Size: 10.0  
Hardness: 1  
Resistance: 0  
----- Block: B -----  
Size: 10.0  
Hardness: 1  
Resistance: 0
```

#### output after grabbing the second power:

```
5742 deployed: org.alia4j.noirin.action.MethodCallAction@453bb109      [* *  
bp.base.Block+.getResistance(..) throws * exposes[${-1}] when  
org.alia4j.liam.TruePredicate@51e3e961]  
ScheduleInfo [time=AROUND, rule=DEFAULT]  
----- Ball: Ball -----  
Size: 1.0  
Speed: 2.1888  
Orientation: 269  
Damage: 1  
Immaterial: false  
----- Paddle: Paddle -----  
Size: 1.0  
Speed: 5.0  
Orientation: 5.0  
----- Block: B -----  
Size: 10.0  
Hardness: 1  
Resistance: -1
```

## ResistanceTest2:

### 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:**

```
1782 deployed: org.alia4j.noirin.action.MethodCallAction@524c00ec    [* *
bp.base.Block+.getResistance(..) throws * exposes[${1}] when
org.alia4j.liam.TruePredicate@7bd0b029]
ScheduleInfo [time=AROUND, rule=DEFAULT]
----- Ball: Ball -----
Size: 1.0
Speed: 3.6
Orientation: 271
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 1
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 1
```