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:**

CRASHTASTIC!!!

**output after grabbing the first power:**

**output after grabbing the second power:**