

# Project 2

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```
public MagicCharacter() {  
    super(null, 70, "light");  
    fireball = new FireballScroll();  
}
```

## Package project2

package project2

All Classes and Interfaces		Interfaces	Classes
Class	Description		
Abilities			
BaseCharacter			
FireballScroll			

```
public String getClassType() {  
    return "Magic";  
}
```

# Braden

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- Generated JavaDoc, added Javadoc comments
- Implemented final PERCENT variable in Abilities.java
- Removed old code from Project2 that extended on Project1
- Implemented constructor in MagicCharacter.java
- Implemented getter for class type in MagicCharacter.java

# Quetzin

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- Implemented getter and setter, field variables, and constructor for BaseCharacter.java
- Implemented abstract getClassType method in BaseCharacter.java
- Removed unnecessary imports and try-catch blocks from Project 1
- Added Javadoc comments

```
public Object getCharacterModel() { //Getter for the character model.  
    return characterModel;  
}
```

```
public BaseCharacter(Object characterModel, int hitPoints, String armorType) {  
    this.characterModel = characterModel;    //Sets the character model.  
    this.hitPoints = hitPoints;              //Sets the hitPoints.  
    this.armorType = armorType;              //Sets the armorType.  
}
```

```
public void setCharacterModel(Object characterModel) {    //Setter for the  
    this.characterModel = characterModel;                //character model.  
}
```

# Ibrihim

- Added Javadoc comments
- Implemented methods for FireballScroll.java
- Implemented try/catch statements in Project2.java

```
public static void main(String[] args) {  
    // try/catch statement that makes sure that all inputs have been provided  
    // and they are in the correct type  
    try {  
  
        MagicCharacter mage = new MagicCharacter();  
        System.out.println("Mage hitpoints = " + mage.hitPoints);  
        System.out.println("Fireball hit! " + mage.getFireballScroll().calculateDamage(20));  
        mage.getFireballScroll().graphicalEffect();  
  
    } catch (InputMismatchException e) {  
        System.out.println("Incorrect input type");  
    }  
    catch (ArrayIndexOutOfBoundsException e) {  
        System.out.println("Not all inputs have been provided");  
    }  
}
```

```
9 public class FireballScroll implements Abilities{  
10  
11  
12     public int calculateDamage(int hit) {  
13         return PERCENT - hit;  
14     }
```

```
17     public void graphicalEffect() {  
18         System.out.println("A large ball of flame hurtles toward the\n"  
19             + "target.");  
20     }
```

# Nicholas

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```
public interface Abilities {  
  
    static final int PERCENT = 100;  
    /**  
    * @param hit The hit value to calculate damage based on.  
    * @return The damage calculated as a percentage of the character's  
    * hit points.  
    */  
    int calculateDamage(int hit);    //Represents the percent of a  
                                     // character's hitPoints to take.
```

```
void graphicalEffect();    //Represents the visuals associated  
                           // with an ability.
```

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- Added Javadoc comments to Abilities.java and MagicCharacter.java
  - Implemented methods for Abilities.java
  - Grammar and comment readability edits
  - Created PowerPoint Presentation