

Full Stack Web Development

Exercise

Exercise – Employee Salary

- **Specifications :**

- Create a program to calculate total salary based on employee type
- There are two types of employee : **full-time** & **part-time**
- Salary for full-time employee :
 - IDR 100.000 / hour
 - IDR 75.000 / hour, if the number of working hours per day is more than 6 hours
- Salary for part-time employee :
 - IDR 50.000 / hour
 - IDR 30.000 / hour, if the number of working hours per day is more than 6 hours

- **Requirements :**

- Create an **Employee** as a parent class
- Create a **FulltimeEmployee** and **ParttimeEmployee** as a child of **Employee** class
 - Create a method in that class to add working hour per day
 - Create a method in that class to calculate total salary
- Use inheritance concept

Exercise – Shooting Game

- **Specifications :**
 - Create a shooting game between two player
 - Each player has three properties : name, health and power
 - Each player will take turns to shooting
 - Before shooting, players get a chance to get random items (health +10 or power +10)
 - The game will continue until one of the players has health < 0
- **Requirements :**
 - Create **ShootingGame** & **Player** class
 - **ShootingGame** class :
 - **constructor(player1, player2)** → player objects as a parameter
 - **getRandomItem()** → return { **health**: 0 or 10, **power**: 0 or 10 }
 - **start()** → start shooting games
 - **Player** class :
 - **Property** → **name, health (default 100), power (default 10)**
 - **hit(power)** → subtract player health
 - **useItem(item)** → apply item to player (increase health or power, based on result from **getRandomItem()**)
 - **showStatus()** → show player status (ex : "Player A (Health => 100, Power => 10) ")
 - ShootingGame **start()** function flow :
 - In every turn :
 - Show each player status before shooting
 - Get random item for each player before shooting
 - Show each player status after shooting
 - Show winner name

Thank You!

