```java
package com.company;

public class Ninja {
    private String name;
    private int health;
    private int attackPoint;
    private int diceRollPoint;
    private final int maxPercentAttack = 100;
    private int minPercentAttack = 50;

    public Ninja(String name){
        this.name = name;
        health = 10;
        attackPoint = 1;
    }


    public int getHealth() {
        return health;
    }

    public void setHealth(int health) {
        this.health = health;
    }

    public int getAttackPoint() {
        return attackPoint;
    }

    public void setAttackPoint(int attackPoint) {
        this.attackPoint = attackPoint;
    }

    public int getDiceRollPoint() {
        return diceRollPoint;
    }
```

```java
37
38    public void setDiceRollPoint(int diceRollPoint) {
39        this.diceRollPoint = diceRollPoint;
40    }
41
42    public boolean Defense(){
43        int randomNumber = (int) ((Math.random() * maxPercentAttack-minPercentAttack+1) + minPercentAttack);
44        System.out.println(randomNumber);
45        return randomNumber > 50 ? true : false;
46    }
47
48    public void Attack(Ninja enemyNinja){
49        if (!enemyNinja.Defense()){
50            System.out.println("Successfull hit from "+enemyNinja.getName() + " by "+enemyNinja.getAttackPoint
   () + " hit");
51            enemyNinja.setHealth(enemyNinja.getHealth()-getAttackPoint());
52        }
53        else {
54            System.out.println("Missed , maybe next time "+enemyNinja.getName());
55        }
56
57
58    }
59
60    public String getName() {
61        return name;
62    }
63 }
64
```