

```
1 package vesion1;
2
3 import java.util.Random;
4
5 public class Ninja {
6
7     private int healthPoint = 3;
8     private int attackPoint = 1;
9     private String name;
10
11     @Override
12     public String toString() {
13
14         String info = "\n\n Name: " + name;
15         info += "\n Healt Point: " + healthPoint;
16         info += "\n Attack Point: " + attackPoint;
17         return info;
18     }
19
20
21     public Ninja(String name) {
22
23         this.name = name;
24     }
25
26
27     public int getHealthPoint() {
28         return healthPoint;
29     }
30
31     public void setHealthPoint(int healthPoint) {
32         this.healthPoint = healthPoint;
33     }
34
35     public int getAttackPoint() {
36         return attackPoint;
```

```
37     }
38
39     public void setAttackPoint(int attackPoint) {
40         this.attackPoint = attackPoint;
41     }
42
43     public String getName() {
44         return name;
45     }
46
47     public boolean Attack(Ninja attackingNinja, Ninja enemyNinja) {
48         Random r = new Random();
49         if (r.nextInt(1, 100) >= 50) {
50             return !(enemyNinja.Defend(enemyNinja, attackingNinja));
51         }
52         System.out.println(attackingNinja.getName() + "'s attack missed");
53         return false;
54     }
55     private boolean Defend(Ninja defendingNinja, Ninja enemyNinja) {
56         Random r = new Random();
57         if (r.nextInt(1, 100) >= 50) {
58             System.out.println(enemyNinja.getName() + "'s attack successfully defended");
59             return true;
60         }
61         defendingNinja.healthPoint = defendingNinja.healthPoint - defendingNinja.attackPoint;
62         return false;
63     }
64 }
65
```

```
1 package vesion1;
2
3 public class Arena {
4
5     public static void main(String[] args) {
6         // TODO Auto-generated method stub
7         Ninja blue = new Ninja("Blue_Maroon");
8         Ninja yellow = new Ninja("Yellow_DarkBlue");
9         int round = 1;
10        while (blue.getHealthPoint() > 0 && yellow.getHealthPoint() > 0) {
11            System.out.println("\nRound ::>>" + round);
12            if (blue.Attack(blue, yellow)) {
13                System.out.println(blue.getName() + " successfully attacked to the " + yellow.getName());
14                if (yellow.getHealthPoint() == 0) {
15                    System.out.print(blue.toString());
16                    System.out.print(yellow.toString());
17                    break;
18                }
19            }
20            if (yellow.Attack(yellow, blue)) {
21                System.out.println(yellow.getName() + " successfully attacked to the " + blue.getName());
22                if (blue.getHealthPoint() == 0) {
23                    System.out.print(blue.toString());
24                    System.out.print(yellow.toString());
25                    break;
26                }
27            }
28            System.out.print(blue.toString());
29            System.out.print(yellow.toString());
30            round++;
31        }
32    }
33
34 }
35
```

```
1 C:\Users\sahin\.jdk\openjdk-17.0.1\bin\java.exe "-javaagent:C:\Program Files\JetBrains\IntelliJ IDEA 2021.2.2\
  lib\idea_rt.jar=52498:C:\Program Files\JetBrains\IntelliJ IDEA 2021.2.2\bin" -Dfile.encoding=UTF-8 -p C:\Users\
  sahin\Desktop\NinjaV1\bin -m NinjaV1\vesion1.Arena
2
3 Round ::>>1
4 Blue_Maroon's attack successfully defended
5 Yellow_DarkBlue's attack successfully defended
6
7
8 Name: Blue_Maroon
9 Healt Point: 3
10 Attack Point: 1
11
12 Name: Yellow_DarkBlue
13 Healt Point: 3
14 Attack Point: 1
15 Round ::>>2
16 Blue_Maroon successfully attacked to the Yellow_DarkBlue
17 Yellow_DarkBlue successfully attacked to the Blue_Maroon
18
19
20 Name: Blue_Maroon
21 Healt Point: 2
22 Attack Point: 1
23
24 Name: Yellow_DarkBlue
25 Healt Point: 2
26 Attack Point: 1
27 Round ::>>3
28 Blue_Maroon's attack missed
29 Yellow_DarkBlue's attack successfully defended
30
31
32 Name: Blue_Maroon
33 Healt Point: 2
34 Attack Point: 1
```

```
35
36 Name: Yellow_DarkBlue
37 Healt Point: 2
38 Attack Point: 1
39 Round ::>>4
40 Blue_Maroon's attack missed
41 Yellow_DarkBlue's attack missed
42
43
44 Name: Blue_Maroon
45 Healt Point: 2
46 Attack Point: 1
47
48 Name: Yellow_DarkBlue
49 Healt Point: 2
50 Attack Point: 1
51 Round ::>>5
52 Blue_Maroon's attack missed
53 Yellow_DarkBlue's attack successfully defended
54
55
56 Name: Blue_Maroon
57 Healt Point: 2
58 Attack Point: 1
59
60 Name: Yellow_DarkBlue
61 Healt Point: 2
62 Attack Point: 1
63 Round ::>>6
64 Blue_Maroon's attack successfully defended
65 Yellow_DarkBlue's attack missed
66
67
68 Name: Blue_Maroon
69 Healt Point: 2
70 Attack Point: 1
```

```
71
72 Name: Yellow_DarkBlue
73 Healt Point: 2
74 Attack Point: 1
75 Round ::>>7
76 Blue_Maroon's attack missed
77 Yellow_DarkBlue's attack missed
78
79
80 Name: Blue_Maroon
81 Healt Point: 2
82 Attack Point: 1
83
84 Name: Yellow_DarkBlue
85 Healt Point: 2
86 Attack Point: 1
87 Round ::>>8
88 Blue_Maroon's attack missed
89 Yellow_DarkBlue's attack missed
90
91
92 Name: Blue_Maroon
93 Healt Point: 2
94 Attack Point: 1
95
96 Name: Yellow_DarkBlue
97 Healt Point: 2
98 Attack Point: 1
99 Round ::>>9
100 Blue_Maroon successfully attacked to the Yellow_DarkBlue
101 Yellow_DarkBlue's attack successfully defended
102
103
104 Name: Blue_Maroon
105 Healt Point: 2
106 Attack Point: 1
```

```
107
108 Name: Yellow_DarkBlue
109 Healt Point: 1
110 Attack Point: 1
111 Round ::>>10
112 Blue_Maroon successfully attacked to the Yellow_DarkBlue
113
114
115 Name: Blue_Maroon
116 Healt Point: 2
117 Attack Point: 1
118
119 Name: Yellow_DarkBlue
120 Healt Point: 0
121 Attack Point: 1
122 Process finished with exit code 0
123
```