import java.util.\*;

import java.io.\*;

public class Attack

{

private int damage, type;

private String name;

private String description;

public Attack(String nam, int d, String des)

{

name = nam;

damage = d;

description = des;

}

public Attack(String nam, int d)

{

name = nam;

damage=d;

}

public String getName()

{

return name;

}

public void setName(String n)

{

name = n;

}

public String getDescription()

{

return description;

}

public void setDescription(String des)

{

description = des;

}

public int getDamage()

{

return damage;

}

public void setDamage(int d)

{

damage = d;

}

public int getType()

{

return type;

}

public void setType( int t)

{

type= t;

}

//attacking opponent

public int attack(int hp)

{

int dam = (int) (Math.random() \* damage);

int hpleft = hp - dam;

if(miss()==true)

return hp;

return hpleft;

}

public boolean miss()

{

if(Math.random()< 0.1)

return true;

else

return false;

}

}