public class Fighter {

private String name;

private int health;

private int attackPower;

public Fighter(String name, int health, int attackPower) {

this.name = name;

this.health = health;

this.attackPower = attackPower;

}

public void attack(Fighter opponent) {

opponent.health -= this.attackPower;

System.out.println(this.name + " attacks " + opponent.name + " for " + this.attackPower + " damage!");

}

public boolean isAlive() {

return health > 0;

}

public String getName() {

return name;

}

public int getHealth() {

return health;

}

public int getAttackPower() {

return attackPower;

}

public static void main(String[] args) {

Fighter fighter1 = new Fighter("Ali", 100, 20);

Fighter fighter2 = new Fighter("Aisha", 120, 15);

while (fighter1.isAlive() && fighter2.isAlive()) {

fighter1.attack(fighter2);

fighter2.attack(fighter1);

System.out.println("Remaining HP of " + fighter1.getName() + ": " + fighter1.getHealth());

System.out.println("Remaining HP of " + fighter2.getName() + ": " + fighter2.getHealth());

}

if (fighter1.isAlive()) {

System.out.println(fighter1.getName() + " wins!");

} else {

System.out.println(fighter2.getName() + " wins!");

}

}

}