```
("ShadowShaman",type=0.5,escape=0.5,)
....
```

9+10=21

$9+10=X$

$X=21$

$u=stoopd$

```java
Public class HeatMap{
    Hero hero;
    Double heatMapNum;

    public HeatMap(Hero hero){
        this.hero= new Hero(hero);
        this.heatMapNum = 1.0;
    }
}
```

.

```java
public class Main{
    public Hero[] parseTextFile(){
        ""parse text file""
        Hero[] heroList;
        heroList.add(Hero(parsedData));
        return heroList;
    }

    public static void main(String[] args){
        HeatMap[] allHeroes;
        heroList = parseTextFile();
        for (i=0;i<121;i++){
            allHeroes[].add(new HeatMap(heroList[i]));
        }

    }
}
```

```java
public class Hero{
    //1st own stats
    //2nd cucked by
    string[] name;
    double[] primaryAttribute;
    double[] escape;
    .....
    String[] counters;

    public Hero(...){
        ....
    }

    public Double calculatePickRate(Hero HeroPicked, Hero this){
        private Double heat=1.0;
        ....
        for each attribute in HeroPicked{
            heat = .....*(Heropicked.attribute[0]*this.attribute[1])
        }
        if primaryAttribute=int{
        }
        if (this.name).isIn(Heropicked.counters[]){
            heat*10
        }

        ...
        return heat;
    }
}
```