class Character {

protected String name;

protected int health;

protected int mana;

protected int level;

public Character(String name, int health, int mana, int level) {

this.name = name;

this.health = health;

this.mana = mana;

this.level = level;

}

public void attack(Character target) {

System.out.println(this.name + " attacks " + target.name + "!");

}

public void defend() {

System.out.println(this.name + " defends!");

}

public void castSpell(Character target) {

System.out.println(this.name + " casts a spell on " + target.name + "!");

}

public void levelUp() {

this.level++;

System.out.println(this.name + " leveled up to " + this.level + "!");

}

}

class Warrior extends Character {

private int strength;

private int armor;

public Warrior(String name, int health, int mana, int level, int strength, int armor) {

super(name, health, mana, level);

this.strength = strength;

this.armor = armor;

}

public void specialAttack(Character target) {

System.out.println(this.name + " performs a special attack on " + target.name + "!");

}

}

class Mage extends Character {

private int intelligence;

private int spellPower;

public Mage(String name, int health, int mana, int level, int intelligence, int spellPower) {

super(name, health, mana, level);

this.intelligence = intelligence;

this.spellPower = spellPower;

}

public void castFireball(Character target) {

System.out.println(this.name + " casts Fireball on " + target.name + "!");

}

}

class Rogue extends Character {

private int agility;

private int dexterity;

public Rogue(String name, int health, int mana, int level, int agility, int dexterity) {

super(name, health, mana, level);

this.agility = agility;

this.dexterity = dexterity;

}

public void backstab(Character target) {

System.out.println(this.name + " performs a backstab on " + target.name + "!");

}

}

public class Main {

public static void main(String[] args) {

Warrior warrior = new Warrior("Aragorn", 100, 30, 1, 20, 10);

Mage mage = new Mage("Gandalf", 60, 100, 1, 25, 40);

Rogue rogue = new Rogue("Legolas", 80, 50, 1, 30, 25);

warrior.attack(mage);

mage.castFireball(warrior);

rogue.backstab(warrior);

warrior.levelUp();

mage.levelUp();

rogue.levelUp();

}

}