/\*

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\*/

package monster;

import java.util.ArrayList;

/\*\*

\*

\* @author XTian

\*/

public class Monster {

private String monName ; // The name of the monster

private String monOrigin ; // The origin of the monster

private String monLocation ; // The location of the monster

private int monAge ; // The age of the monster

private int monSize ; // The size of the mosnter

private ArrayList<Monster> monsters = new ArrayList<>();

public Monster(String name, String origin, String location, int age,

int size){

monName = name ;

monOrigin = origin ;

monLocation = location ;

monAge = age ;

monSize = size ;

}

/\*\*

\* Gets the name of the monsters you've selected

\* @return a string with the name of your current monster

\*/

public String getName(){

return "Your monster is a " + monName +".";

}

/\*\*

\* Gets the origin of the monster you've selected

\* @return a string with the origin of your monster

\*/

public String getOrigin(){

return "Your monster originated from " + monOrigin + ".";

}

/\*\*

\* Gets the location of the monster you've selected

\* @return a string with the location of your current monster

\*/

public String getLocation(){

return "Your monster is located at " + monLocation + "." ;

}

/\*\*

\* Gets the age of the monster you've selected

\* @return a string with the age of your current monster

\*/

public String getAge(){

return "Your monster's age is " + monAge + " years old.";

}

/\*\*

\* Set a new age for the monster you've selected

\* @param newAge new age for your current monster

\*/

public void setAge(int newAge){

this.monAge = newAge ;

}

/\*\*

\* Gets the size of the monster you've selected

\* @return a string with the size of your current monster

\*/

public String getSize(){

return "Your monster's size is " + monSize + " cm." ;

}

/\*\*

\* Set a new size for the monster you've selected

\* @param newSize new size for your current monster

\*/

public void setSize(int newSize){

this.monSize = newSize ;

}

/\*\*

\* Returns a multiline string of information of your monster

\* @return a multiline String of information of your monster

\*/

public String toString(){

String monString = "Your monster is a " + monName +".\nYour monster "

+ "originated from " + monOrigin + ".\nYour monster is located "

+ "at " + monLocation + ".\nYour monster's age is " + monAge +

" years old.\nYour monster's size is " + monSize + " cm." ;

return monString ;

}

}

/\*

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package monster;

import java.util.ArrayList;

/\*\*

\*

\* @author XTian

\*/

public class Monsters {

private ArrayList<Monster> monsters = new ArrayList<>();

/\*\*

\* Creates a new list of 5 monsters

\*/

public Monsters(){

monsters.add(new Monster("Vampire", "Eastern Europe", "Transylvania",

5000, 180)) ;

monsters.add(new Monster("Werewolf", "Ancient Greece and Rome",

"Greece", 4000, 190)) ;

monsters.add(new Monster("Giant", "Greece", "Seattle", 800, 300)) ;

monsters.add(new Monster("Goblin", "Northwestern Europe", "Sweden",

600, 120)) ;

monsters.add(new Monster("Demon", "Christianity", "an unknown location",

2000, 0)) ;

}

/\*\*

\* Selects a monster from the ArrayList

\* @param index selects the monster at the index

\* @return return the monster at the index

\*/

public Monster getMonster(int index){

return monsters.get(index) ;

}

}

/\*

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\*/

package monster;

import java.util.ArrayList;

import java.util.Scanner;

/\*\*

\*

\* @author XTian

\*/

public class Tester {

/\*\*

\* A test class for the Monster file

\*/

public static void main(String[] args) {

Monsters monsters = new Monsters() ;

boolean status = true ;

Scanner scan = new Scanner(System.in) ;

do{

System.out.println("There are five monsters on the database:\n"

+ "0 - Vampire\n" + "1 - Werewolf\n" + "2 - Giant\n"

+ "4 - Goblin\n" + "5 - Demon\n9 - End\nWhich one would "

+ "you like to see?\n");

int monInput = scan.nextInt() ;

if(monInput >= 5 && monInput != 9){

System.out.println("Please enter a number between 0 - 4") ;

monInput = scan.nextInt() ;

}

if(monInput < 5){

System.out.println(monsters.getMonster(monInput).toString()) ;

System.out.println("\nWhat would like to do?\n1 - Change the age"

+" of the monster\n2 - Change the size of the monster\n");

int input = scan.nextInt() ;

if(input == 1){

System.out.println("What would you like to change it "

+ "to?\n");

int newAge = scan.nextInt() ;

System.out.println("Current: " +

monsters.getMonster(monInput).getAge()+ "\n");

monsters.getMonster(monInput).setAge(newAge) ;

System.out.println("Updated: " +

monsters.getMonster(monInput).getAge()+ "\n");

}

else if(input == 2){

System.out.println("What would you like to change it "

+ "to?\n");

int newSize = scan.nextInt() ;

System.out.println("Current: " +

monsters.getMonster(monInput).getSize()+ "\n");

monsters.getMonster(monInput).setSize(newSize) ;

System.out.println("Updated: " +

monsters.getMonster(monInput).getSize()+ "\n");

}

else{

System.out.println("Please enter 1 or 2");

}

}

if(monInput == 9){

status = false ;

}

} while(status) ;

System.out.println("Thank you!");

}

}