## **Brock University**

Lab Test 1, Winter 2025

Course: COSC 3P91

Number of Pages: 3

Number of Hours: 2

Instructor: M. Winter

## Instructions

- 1) Implement the design as indicated below using Java and NetBeans.
- 2) Zip your project folder and name it with your name and student number, e.g., MichaelWinter123456.zip
- 3) Send the file to your lab instructor by email.
- 4) Wait for a confirmation email.
- 5) Log out of the lab computer and hand back the question sheets to the lab instructor. You can now leave the lab.
- 6) The test is worth a total of 20 marks.

In this test you are going to implement an existing design of parts of a game in Java. The design is provided by a UML class diagram below. The following additional comments might help during implementation:

- 1. The method computeHitPoints () in the enum type ArmyClass will return
  - a. D6+8 for a fighter unit,
  - b. D6+6 for a ranger unit,
  - c. 2D6+6 for a wizard unit,

where D6 is a roll of a six-sided dice (2D6 = roll of two six-sided dices). Such a roll can be computed by (int) (6\*Math.random()+1).

- 2. The costs to enter a terrain are as follows: Grassland=1, Woods=2 and Montains=10.
- 3. The method contentSize() in the class TerrainContent returns the sum of the sizes of all items in the terrain content.
- 4. The method reduceDefenseBonus (amount: int) in the class Place reduces the defence bonus of the place by amount. The defence bonus cannot become negative. i.e., if the defense bonus is 2 and amount is 3, then the new defense bonus will be 0 (and **not** -1).
- 5. The toString() method in the class Item will first call the method getDetails() in order to print the details of the specific item and then add the general information stored in Item to that string.
- 6. The toString() method in the Hex class is supposed to print all available information about the hero, i.e., name, class, and the inventory. Below you find two examples as a guideline:

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This is the region Lower Eastlands.

It belongs to the Old World.

The region currently contains the following:
A unit of Rangers with strength 1.

Size: 2

Coalition: Bloodhounds

Barricades with defense bonus of 4.

Size: 8

Coalition: Bloodhounds

This is the region Misty Mountains.

The region currently contains the following:

Great outlook with defense bonus of 0.

Size: 1

Coalition: Freelanders

7. Delegation/Forwarding is indicated by the fact that the corresponding methods in the sender and receiver class have the same name.

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