

CollègeAhuntsic

Programmation côté client I Exercices | Petite Trempe

1

Toutes les questions ci-bas se basent sur <https://bit.ly/3NVZ91Z>. Dans chaque question, vous devez remplacer les ??? par les valeurs appropriées.

1.a

```
const player = new NPC("no name", 100);  
player.takeHit(10, 25);  
player.takeHit(20, 10);  
assertEquals(player.pointOfLife, ???);
```

1.b

```
const player = new NPC("no name", 100);  
player.takeHit(100, 25);  
player.takeHit(20, 10);  
assertEquals(player.isDead(), ???);
```

1.c

```
const player = new Ninja("no name", 100);  
player.takeHit(10, 25);  
player.takeHit(15, 25);  
player.takeHit(25, 15);  
assertEquals(player.pointOfLife, ???);
```

1.d

```
const player = new Ninja("no name", 100);  
player.takeHit(10, 25);  
player.takeHit(15, 25);  
player.takeHit(25, 15);  
assertEquals(player.pointOfLife, ???);
```

1.e

```
const player = new Mage("Hugette La Chouette", 100, 100);  
player.takeHit(10, 25);  
player.takeHit(15, 25);  
player.takeHit(25, 15);  
assertEquals(player.pointOfLife, ???);  
assertEquals(player mana, ???);
```

1.f

```
const player = new GrandWizard("no name", 100, 100);  
player.takeHit(5, 25);  
player.takeHit(15, 25);  
player.takeHit(25, 15);
```

```
assertEquals(player.pointOfLife, ???);
assertEquals(player mana, ???);
```

1.g

```
const player = new Berserker("no name", 100, 100);
player.takeHit(5, 25);
player.takeHit(15, 25);
player.takeHit(25, 15);
assertEquals(player.pointOfLife, ???);
```

1.h

```
const fight = new Fight(
  new Mage("Edourd LeRoux", 100, 100),
  new Mage("Pierre Peterson", 100, 100)
);
fight.player1Attack();
fight.player2Attack();
assertEquals(fight.player1.pointOfLife, ???);
assertEquals(fight.player2.pointOfLife, ???);
fight.player1Attack();
fight.player2Attack();
assertEquals(fight.player1.pointOfLife, ???);
assertEquals(fight.player2.pointOfLife, ???);

fight.player1Attack();
fight.player2Attack();
assertEquals(fight.player1.pointOfLife, ???);
assertEquals(fight.player2.pointOfLife, ???);

fight.player1Attack();
fight.player2Attack();
assertEquals(fight.player1.pointOfLife, ???);
assertEquals(fight.player2.pointOfLife, ???);
```

1.i

```
const fight = new Fight(
  new Mage("Edourd LeRoux", 100, 100),
  new Ninja("Robert El Muy Rapido", 100)
);

assertEquals(fight.player1.pointOfLife, ???);
assertEquals(fight.player2.pointOfLife, ???);

fight.player1Attack();
fight.movePlayer2(fight.player1Position + 11);

assertEquals(fight.player1.pointOfLife, ???);
assertEquals(fight.player2.pointOfLife, ???);

fight.player1Attack();
fight.player2Attack();
assertEquals(fight.player1.pointOfLife, ???);
```

```
assertEquals(fight.player2.pointOfLife, ???);
```

```
fight.player1Attack();  
fight.player2Attack();  
assertEquals(fight.player1.pointOfLife, ???);  
assertEquals(fight.player2.pointOfLife, ???);
```

1.j

```
const fight = new Fight(new Mage("Edourd LeRoux", 100, 100),  
    new Berserker("Manon L'Enrager", 100, 100));
```

```
assertEquals(fight.player1.pointOfLife, ???);  
assertEquals(fight.player2.pointOfLife, ???);
```

```
fight.player1Attack();  
fight.player2Attack();
```

```
assertEquals(fight.player1.pointOfLife, ???);  
assertEquals(fight.player2.pointOfLife, ???);
```

```
fight.player1Attack();  
fight.movePlayer2(fight.player1Position + 5);
```

```
assertEquals(fight.player1.pointOfLife, ???);  
assertEquals(fight.player2.pointOfLife, ???);
```

```
fight.player1Attack();  
fight.player2Attack();
```

```
assertEquals(fight.player1.pointOfLife, ???);  
assertEquals(fight.player2.pointOfLife, ???);
```