

Homework 3 Grading Guidelines

Player Total: 27 points

Player's Constructor

Points: 4

```
Player p = new Player(90);  
maxStrength -> 90;  
strength -> 90  
isAlive -> true  
points -> 0
```

Player's maxStrength

Points: 4

```
Player p2 = new Player(250);  
p2.MaxStrength -> 100
```

```
Player p3 = new Player(20);  
p2.MaxStrength -> 100
```

Player's maxStrength

Points: 3

```
Player p2 = new Player(250);  
p2.strength -> 100
```

```
Player p3 = new Player(20);  
p2.strength -> 100
```

Player's fight

Points: 4

```
Player p5 = new Player(80);  
p5.fight(20) -> true  
p5.getPoints() -> 200  
p5.getStrength() -> 60
```

```
p5.fight(80) -> false
```

```
p5.getStrength() -> 0;  
p5.getPoints() -> 800;
```

Player's points
Points: 4

```
Player p6 = new Player(120);  
p6.fight(20);  
p6.getPoints() -> 200;
```

Player's life
Points: 4
Player p7 = new Player(120);
p7.isAlive() -> true
p7.fight(20);
p7.isAlive() -> true;
p7.fight(110);
p7.isAlive() ->false;

Reviving player
Points: 4
Player p8 = new Player(150);
p8.fight(50);
p8.revive(10) -> true
p8.revive(50)->true

Thief Total: 23 points

Thief's constructor

Points: 3.5

```
Thief t1 = new Thief(0.1);  
t1.isFree() -> true
```

Thief's stash

Points: 4

```
Thief t1 = new Thief(0.1);  
t1.rob(100);  
t1.getStash() -> 10.0;  
Thief t2 = new Thief(0.2);  
t2.rob(201);  
t2.getStash() -> 40.2
```

Thief's Shared Stash

Points 4

```
Thief t1 = new Thief(0.1);  
Thief t2 = new Thief(0.2);  
  
t1.rob(300);  
t2.rob(100);  
  
t1.getSharedStash() -> 350.0  
t1.getSharedStash() -> 350.0  
  
t1.rob(150)  
t1.getSharedStash() -> 485.0
```

Thief's rob

Points: 4

```
Thief t1 = new Thief(0.1);  
Thief t2 = new Thief(0.5);  
  
t1.rob(200);  
t2.rob(500);
```

```
t1.getSharedStash() -> 430.0;

t2.rob(301);
t2.getSharedStash() -> 580.5;

t1.getStash() -> 20.0;
t2.getStash() -> 400.5;
```

getCapturedAndAttemptBail test
Points: 4

```
Thief t1 = new Thief(0.4);
t1.rob(100);
t1.getCapturedAndAttemptBail(2000);
t1.isFree() -> true

t1.getStash() -> 0.0
t1.getSharedStash() ->60.0
t1.isFree()->>false
```

```
Thief t2 = new Thief(0.1);
t2.rob(300);
t2.getCapturedAndAttemptBail(10);
t2.isFree() -> free
t1.getStash() -> 0.0
t1.getSharedStash() ->320.0
```

getThievesStash test
Points: 3.5

```
Thief t2 = new Thief(0.2);
t2.rob(100);
Thief.getThievesStash() -> 80;
```