

Math Battle

As with the Pokemon Battle, in this game, you need to fill in the blanks.

In this battle, your strength increases based on how quickly you answer the math questions.

```
import java.util.*;
import java.text.*;
public class MathBattle
{
    public static void main (String args[])
    {
        new MathBattle ();
    }

    public MathBattle ()
    {
        //your strength and HP
        int strength = 1;
        int HP = 25;
        //enemy strength and HP
        int enemyStrength = 1;
        int enemyHP = 25;
        //count of rounds
        int round = 1;
        System.out._____ ("Welcome to the Math Battle. \nTo win, you must be fast.");

        //until one has no HP left
        while (_____ > 0 && enemyHP > 0)
        {
            System.out.println ("\n* * * Round " + round + " * * *\n");
            //New question
            int a = (int) (Math.random () * 5) + 1;
            int b = (int) (Math._____ () * 5) + 1;
            System.out.println ("What is " + a + " + " + b + "? ");

            //Start the timer
            Date now, end;
            now = new Date ();
            int sec1 = now.getSeconds ();
            int min1 = now.getMinutes ();

            //Task to time
            int ans = IO.input_____ ("Answer >> ");

            //End the timer
            end = new Date ();
            int sec2 = end.getSeconds ();
            int min2 = end.getMinutes ();

            if (ans == a + b)
            {
                //Calculate time, add to strength
                int elapsed_sec = (min2 * 60 + sec2) - (min1 * 60 + sec1);
                if (elapsed_sec < 1)
                    strength += 5;
                else if (_____ < 2)
                    strength += 4;
                else if (_____ < 4)

```



```

        strength += 3;
    else if (_____ < 6)
        strength += 2;

    System.out.println ("\nThat took you " + elapsed_sec + " seconds.");
    System.out.println ("Your strength is now: " + strength);
}
else
{
    System.out.println ("\nIncorrect.");
    System.out.println ("Your strength remains: " + strength);
}

//enemy's strength
int n = (int) (Math.random () * 5) + 1;
if (n < 1)
    enemyStrength += 5;
else if (n < 2)
    _____ += 4;
else if (n < 4)
    _____ += 3;
else if (n < 6)
    _____ += 2;
System._____.println ("\nThe enemy took " + n + " seconds.");
_____.out.println ("Enemy strength is now: " + enemyStrength);

//battle results
System.out._____ ("\nYou and the enemy battle!!");
int damage = (int) (Math.random () * 5) + 1;
int enemyDamage = (_____) (Math.random () * 5) + 1;
HP = HP - enemyStrength - damage;
enemyHP = enemyHP - strength - enemyDamage;
round++;
System._____.println ("\nYour HP is now: " + _____);
_____.out.println ("Enemy HP is now: " + _____);

//pause before continuing
char c = IO.input_____ ("\nPress <Enter> to continue.");
}

//battle is over, display final results
_____ (HP >= enemyHP)
{
    System._____.println ("\nYou won!!");
}
else
{
    System.out.println ("\n_____!!");
}
}
}

```