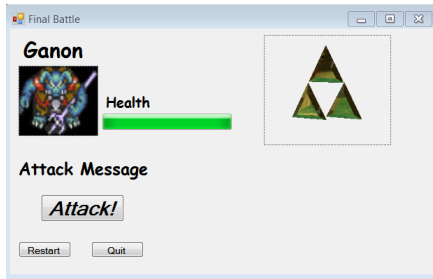Class Practice #3


```vbnet
Public Class Battle
    Dim attack, HP As Integer
    Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load
        HP = 500
        Label2.Text = "Health: " & HP
        ProgressBar1.Value = HP
        Label3.Visible = False
    End Sub

    Private Sub Button1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button1.Click
        'attack button
        Randomize()
        attack = Rnd() * 25 + 25
        HP = HP - attack
        Label3.Text = "Your attacked at " & attack & " damage!"
        Label3.Visible = True
        'HP cannot be negative.
        If HP <= 0 Then
            HP = 0
            ProgressBar1.Value = HP
            Label2.Text = "Health: " & HP
            Label3.Text = "Your attacked at " & attack & " damage and defeated Ganon!!"
            Button1.Enabled = False
            PictureBox2.Visible = True
        End If
        Label2.Text = "Health: " & HP
        ProgressBar1.Value = HP
    End Sub

    Private Sub Button2_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button2.Click
        'resets the game.
        HP = 500
        Label2.Text = "Health: " & HP
        ProgressBar1.Value = HP
        Label3.Visible = False
        Button1.Enabled = True
        PictureBox2.Visible = False
    End Sub

    Private Sub Button3_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button3.Click
        End
    End Sub
End Class
```