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public class Held {

    // Anfang Attribute
    private String name;
    private int erfahrung;
    private int nahrung;
    private int gold;
    private int aktLeben;
    private int maxLeben;
    private int aktKraft;
    private int maxKraft;
    private int aktGeschick;
    private int maxGeschick;
    private int level;
    // Ende Attribute

    public Held(String name, int pWahl) {
        this.name = name;
        this.erfahrung = 1;
        this.nahrung = 0;
        this.gold = 0;
        this.level = 1;

        if (pWahl == 1) { //geschickter Held
            this.maxLeben = 2 + (int)(Math.random()*5)+1 +
(int)(Math.random()*5)+1;
            this.maxKraft = 3 + (int)(Math.random()*5)+1;
            this.maxGeschick = 5 + (int)(Math.random()*5)+1;
        } else if (pWahl == 2) { //starker Held
            this.maxLeben = 6 + (int)(Math.random()*5)+1 +
(int)(Math.random()*5)+1;
            this.maxKraft = 5 + (int)(Math.random()*5)+1;
            this.maxGeschick = 3 + (int)(Math.random()*5)+1;
        } // end of if-else
        this.aktLeben = this.maxLeben;
        this.aktKraft = this.maxKraft ;
        this.aktGeschick = this.maxGeschick;
    }

    // Anfang Methoden
    public void essen() {
        if (nahrung>0) {
            this.aktLeben = this.maxLeben;
            this.nahrung --;
        } // end of if
    }

    public void erhalte(int pWas, int pMenge) {
        if (pWas == 1) {
            nahrung += pMenge;
        } else if (pWas == 2 ) {
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        this.gold += pMenge;
    } // end of if
    else if (pWas == 3 ) {
        this.erfahrung += pMenge;
        this.pruefen();
    } // end of if
}

public void pruefen() {
    if (this.erfahrung/50 >= 1) {
        this.level ++;
        this.erfahrung -= 50;
        if (this.level%2 == 0) {
            this.maxKraft ++;
            this.aktKraft = this.maxKraft;
        } // end of if
        else {
            this.maxGeschick ++;
            this.aktGeschick = this.maxGeschick;
        } // end of if-else
        if (this.level%3 == 0) {
            this.maxLeben ++;
            this.aktLeben = this.maxLeben;
        } // end of if
    } // end of if
}

public void trainieren(int pWas, int pMenge, int pKosten) {
    if (this.gold >= pKosten) {
        this.gold -= pKosten;
        if (pWas == 1) {
            this.maxKraft += pMenge;
        } else if (pWas == 2 ) {
            this.maxGeschick += pMenge;
        } // end of if
        else if (pWas == 3 ) {
            this.maxLeben += pMenge;
        } // end of if
    } // end of if
}

public void kampf(int pVerlust) {
    if (pVerlust>0) {
        this.aktLeben -= pVerlust;
    } // end of if
}

public void verlust(int pWas, int pMenge){
    if (pMenge>0) {

        if (pWas == 1) {
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    this.aktKraft -= pMenge;
} else if (pWas == 2 ) {
    this.aktGeschick -= pMenge;
} // end of if
    else if (pWas == 3 ) {
        this.erfahrung -= pMenge;
    } // end of if
} // end of if
}

public String getName() {
    return name;
}

public int getErfahrung() {
    return erfahrung;
}

public int getNahrung() {
    return nahrung;
}

public int getGold() {
    return gold;
}

public int getAktLeben() {
    return aktLeben;
}

public int getMaxLeben() {
    return maxLeben;
}

public int getAktKraft() {
    return aktKraft;
}

public int getMaxKraft() {
    return maxKraft;
}

public int getAktGeschick() {
    return aktGeschick;
}

public int getMaxGeschick() {
    return maxGeschick;
}

public void setAktLeben(int aktLebenNeu) {
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    aktLeben = aktLebenNeu;
}

public void setAktGeschick(int aktGeschickNeu) {
    aktGeschick = aktGeschickNeu;
}

public void setAktKraft(int aktKraftNeu) {
    aktKraft = aktKraftNeu;
}

public int getLevel() {
    return level;
}

// Ende Methoden
} // end of HeLd
```