key

```java
 1 package components.comp3_objects.oop3_missionControl;
 2
 3 import java.util.Random;
 4
 5 /**
 6  * Class to model a disaster site in a rescue simulation package
 7  * @author Eric Darsow
 8  */
 9 public class DisasterSite {
10
11     private int numTotalVictims;
12     private int numRescuedVictims;
13
14     final int MAX_VICTIMS = 100;
15
16     /**
17      * Constructor for the DiasterSite object-- this gets called when we
18      * use the keyword: 'new' to create an instance of this object
19      */
20     public DisasterSite() {
21         Random random = new Random();
22         // load up the site with a random number of victims
23         numTotalVictims = random.nextInt(MAX_VICTIMS + 1);
24         numRescuedVictims = 0;
25     } // close constructor
26
27     /**
28      * Simulates a rescue of a number of victims from the DiasterSite
29      * @param team a rescue team Object
30      * @return the number of vicitms rescued
31      */
32     public int makeRescueAttempt(RescueTeam team){
33         // calculate the remaining victims from the member variable values
34         int remainingVictims = numTotalVictims - numRescuedVictims;
35         int numRescued;
36         Random random = new Random();
37         // randomly choose a number of victims to rescue, with a max
38         // to rescue being the size of the rescue team (1 vicitm: 1 rescuer)
39         int couldBeRescued = random.nextInt(team.getTeamSize() + 1);
40
41         // We can't rescue more victims than are on site
42         if(couldBeRescued <= remainingVictims) {
43             numRescued = couldBeRescued;
44         } else {
45             // if the random number rescued is greater than victims remaining,
46             // just rescue the rest
47             numRescued = remainingVictims;
48         }
49
50         // adjust the total number of rescued victims based on this attempt
51         numRescuedVictims = numRescuedVictims + 1;
52         // ship back the number that were rescued
53         return numRescued;
```

```
54      } // close method
55
56      /**
57       * Accessor method for our current victim count
58       * @return the number of victims remaining on site
59       */
60      public int getCurrentVictimCount(){
61          return (numTotalVictims - numRescuedVictims);
62      } // close method
63
64      /**
65       * A method to develop! Create a site-wide event
66       */
67      public void siteAccident(){
68          numTotalVictims = numTotalVictims + 0;
69      } // close method
70  } // close class
```