

```

1  /*
2  * Programmer:  Chad Philip Johnson
3  * Date Created:  Thursday, November 06th, 2012
4  * Date of Last Modification:  Tuesday, December 11th, 2012
5  *
6  * Description:
7  * Item.class contains details about the kinds of items that can be used
8  * by the player within the dungeon.
9  */
10
11 import java.util.*;
12 import java.io.Serializable;
13
14 /**
15  * Item.class contains details about the kinds of items that can be used
16  * by the player within the dungeon.
17  *
18  * @author Chad Philip Johnson
19  * @version 1.0
20  */
21
22
23 public class Item implements Serializable {
24
25     String strItemName;
26
27     /**
28      * Overloaded constructor:
29      * Sets the name of the item.
30      */
31
32     public Item( String strItemName ) {
33
34         this.strItemName = strItemName;
35
36     }
37
38
39     /**
40      * Prints the name and details of an item object.
41      *
42      * @return String String containing the name and details of an item object.
43      */
44
45     public String toString() {
46
47         String strItemDetails = strItemName + "\n";
48         return strItemDetails;
49
50     }

```

```
51
52 // Accessor/Mutator methods
53
54 public void setItemName( String strItemName ) { this.strItemName = strItemName; }
55
56 public String getItemName() { return this.strItemName; }
57
58 }
```