

```

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  * Weapon.class is a subclass of Item.class and represents items that
8  * can cause damage to enemies and other characters.
9  */
10
11 import java.util.*;
12 import java.io.Serializable;
13
14 /**
15  * Weapon.class is a subclass of Item.class and represents items that
16  * can cause damage to enemies and other characters.
17  *
18  * @author Chad Philip Johnson
19  * @version 1.0
20  */
21
22 public class Weapon extends Item    {
23
24     int intMaxDamage;
25
26     /**
27      * Overloaded constructor:
28      * Sets the name of the weapon and the max damage it can deal to an opponent.
29      */
30
31     public Weapon( String strItemName, int intMaxDamage )    {
32
33         super( strItemName );
34         this.intMaxDamage    = intMaxDamage;
35
36     }
37
38     /**
39      * Prints the name and details of an weapon object.
40      *
41      * @return String String containing the name and details of an weapon object.
42      */
43
44     public String toString()    {
45
46         String strItemDetails    = strItemName + ", Max Damage: " + Integer.toString( intMaxDamage );
47         return strItemDetails;
48
49     }
50

```

```
51 // Accessor/Mutator methods
52
53 public int getMaxDamage() { return intMaxDamage; }
54
55 public void setMaxDamage( int intMaxDamage ) { this.intMaxDamage = intMaxDamage; }
56
57 }
```