

```

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

```

```
51 // Accessor/Mutator methods
52
53 public int getArmorClassModifier() { return intArmorClassModifier; }
54
55 public void setArmorClassModifier( int intArmorClassModifier ) { this.intArmorClassModifier = intArmorClassModifier; }
56
57
58 }
```