

```

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  * Character.class represents characters that can be placed in rooms
8  * within the dungeon.
9  */
10
11 import java.util.*;
12 import java.io.Serializable;
13
14 /**
15  * Character.class represents characters that can be placed in rooms
16  * within the dungeon.
17  *
18  * @author Chad Philip Johnson
19  * @version 1.0
20  */
21
22
23 public class Character implements Serializable {
24
25     String strCharacterName, strTalkDialogue, strAttackDialogue, strSpecialDialogue;
26
27     /**
28      * Overloaded constructor:
29      * Sets the name of the character and his/her various dialogue types.
30      */
31
32     public Character( String strCharacterName, String strTalkDialogue, String strAttackDialogue, String strSpecialDialogue ) {
33
34         this.strCharacterName      = strCharacterName;
35         this.strTalkDialogue        = strTalkDialogue;
36         this.strAttackDialogue      = strAttackDialogue;
37         this.strSpecialDialogue     = strSpecialDialogue;
38
39     }
40
41     /**
42      * Prints the name of a character object.
43      *
44      * @return String String containing the name of a character object.
45      */
46
47     public String toString() { return strCharacterName; }
48
49     // Accessor/Mutator methods
50

```

```
51     public void setCharacterName( String strCharacterName ) { this.strCharacterName = strCharacterName; }
52
53     public String getCharacterName() { return this.strCharacterName; }
54
55     public void setTalkDialogue( String strTalkDialogue ) { this.strTalkDialogue = strTalkDialogue; }
56
57     public String getTalkDialogue() { return this.strTalkDialogue; }
58
59     public void setAttackDialogue( String strAttackDialogue ) { this.strAttackDialogue = strAttackDialogue; }
60
61     public String getAttackDialogue() { return strAttackDialogue; }
62
63     public void setSpecialDialogue( String strSpecialDialogue ) { this.strSpecialDialogue = strSpecialDialogue; }
64
65     public String getSpecialDialogue() { return this.strSpecialDialogue; }
66
67 }
```