

# Methods More

Java  
Mr. Poole

# Lab - Methods More

1. Create the following Methods
  - a. String setRole(String)
    - i. This should do your full Role check.
  - b. int setStrength(int)
    - i. Just check if negative, if so set to 0.
  - c. int setDexterity(int)
  - d. int setIntelligence(int)
  - e. int setCharisma(int)
  - f. boolean setAll(String, int, int, int, int, int)
  - g. Return the accepted values. For g. return true if everything worked.
2. Don't worry about checking if points is over 10 or if max points is over 20.
3. **Test all methods** by creating an Empty object then assigning it values with the given methods. Use "myToString" to output.