

## Documentation for P1

This project contains six java file. For part 1, to invoke P1.java, just type in java P1. For other java files in part 2, you don't need to invoke them, because there is no main function in them.

This is a simple project so there is not too much to write. One thing I would like you to know is I create a field "message" and a method "getMessage" in WrongArgumentException to store the exception type.