

# Methods More

Java  
Mr. Poole

# Lab - Methods More

## 1. Create the following Methods

- a. `String setRole(String)`
- b. `int setStrength(int)`
- c. `int setDexterity(int)`
- d. `int setIntelligence(int)`
- e. `int setConstitution(int)`
- f. `int setCharisma(int)`
- g. `boolean setAll(String, int, int, int, int, int)`
- h. Return the accepted values. For g. return true if everything worked.

## 2. These methods should do exactly what you've done in lab 15.

- a. Total of 25 points to spend
- b. Check if over 10, check if leftover points