

Name :	ID:	Section:
--------	-----	----------

### Question 1 [C01] [10 Points]

Design the **MagicPotion** class so that the following Tester class generates the expected output

Driver Code	Outputs
<pre> public class Tester {     public static void main(String[] args) {         MagicPotion potion = new MagicPotion();         potion.setDetails("blue", 4);         System.out.println("=====");         potion.activate();         potion.describe();         System.out.println("=====");         potion.boost();         potion.describe();         System.out.println("=====");         potion.activate();         potion.describe();         System.out.println("=====");         System.out.println("Is potion strong? " + potion.isStrong());         System.out.println("=====");         potion.boost();         potion.activate();         potion.describe();         System.out.println("=====");         System.out.println("Is potion strong? " + potion.isStrong());         System.out.println("=====");         potion.boost();         System.out.println("Is potion strong? " + potion.isStrong());         System.out.println("=====");         potion.weaken();         potion.weaken();         potion.weaken();         potion.describe();     } } </pre>	<pre> ===== Potion colour :blue Potion strength :4 Is active :false ===== Potion colour :blue Potion strength :5 Is active :false ===== Potion colour :blue Potion strength :5 Is active :true ===== Is potion strong? false ===== Already activated Potion colour :blue Potion strength :6 Is active :true ===== Is potion strong? false ===== Is potion strong? true ===== Potion colour :blue Potion strength :4 Is active :false </pre>