HW2 Design

UML：

Diagram

Description automatically generated

Test:

Character Test:

1. Check if the character has negative attack or defense power, throw illegalArgumentException
2. Test all get method for it.
3. Test the character has pick more than one piece of head gear, two pieces of footwear, and

two pieces of hand gear

1. Test combine for head, hand, foot
2. Test combine item which should be same type.

Character char1 = new Character (4,7);

GearTest:

1. Check if the item has null value name, throw illegalArgumentException
2. Check if the item has negative attack or defense power, throw illegalArgumentException
3. Test all get method for it.

Item footWear = new footWear(“Scurrying”, “Sandals”, 0, 1, “footWear”);