The most basic part of the Pokemon game is the Moves.

During a Pokemon Battle, Pokemon can use Moves on each other to do damage to their opponents. A Move has a name as well as the amount of damage it can do. The maximum damage a Move can do is `MAX_DAMAGE`, if the Move constructor is called with a damage greater than `MAX_DAMAGE`, you should set the damage for that Move to be `MAX_DAMAGE`.

For example, Squirtle may use Water Gun on Charmander, doing 15 damage.

Your job is to write the Move Class. You should write a Constructor, as well as the following methods:

```java
// Returns the name of the Move
public String getName()

// Returns how much damage this Move does
public int getDamage()

// Returns a String representation of this Move
// Example: "Water Gun (15 Damage)"
public String toString()
```