

```
1 package com.publiccept;
2
3 public class Player {
4
5     /**
6      * Bad example - never ever do this!!!
7      */
8     // public String name;
9     // public int health;
10    // public String weapon;
11    //
12    // public void loseHealth(int damage) {
13    //     this.health -= damage;
14    //     if(this.health <= 0) {
15    //         System.out.println("player knocked out");
16    //         // reduce number of lives remaining from the player
17    //     }
18    // }
19    //
20    // public int getHealth() {
21    //     return health;
22    // }
23 }
24
```