

```
1 package com.publiccept;
2
3 /**
4  * EnhancedPlayer
5  * EnhancedPlayer(String name, int health, String weapon)
6  *
7  * loseHealth(int damage)
8  * getHealth()
9  */
10 public class EnhancedPlayer {
11
12     // == fields ==
13     /*
14      * private
15      * not accessible to any class outside
16      */
17     private String name;
18     private int health = 0;
19     private String weapon;
20
21
22
23     // == constructors ==
24     public EnhancedPlayer(String name, int health, String weapon) {
25         this.name = name;
26
27         if(this.health >= 0 && health <= 100) {
28             this.health = health;
29         }
30
31         this.weapon = weapon;
32     }
33
34
35
36     // == public methods ==
37     public void loseHealth(int damage) {
38         this.health -= damage;
39         if(this.health <= 0) {
40             System.out.println("player knocked out");
41             // reduce number of lives remaining from the player
42         }
43     }
44
45     public int getHealth() {
46         return health;
47     }
48 }
49
```