

## GameCharacterTester.java

```
1 public class GameCharacterTester {
2
3     public static void main(String[] args) {
4
5         //Creating the space cowboy
6         GameCharacter spaceCowboy = new GameCharacter();
7
8         //Let's try changing stuff
9         spaceCowboy.modifyCharacteristic(-10, "Health"); //ouch
10        spaceCowboy.modifyCharacteristic(-5, "haPPiNess");
11        spaceCowboy.modifyCharacteristic(50, "weight");
12
13        //Get function
14        System.out.println("Health: " + spaceCowboy.getHealth());
15        System.out.println("Weight: " + spaceCowboy.getHappiness());
16        System.out.println("Happiness: " + spaceCowboy.getWeight());
17
18        //Test exception by shooting lasers at spaceCowboy
19        try {
20            spaceCowboy.modifyCharacteristic(-10, "healTH");
21            spaceCowboy.modifyCharacteristic(-40, "healTh");
22            spaceCowboy.modifyCharacteristic(-300, "health");
23        } catch (Exception e) {
24            System.out.println(e.getMessage());
25        } finally {
26            System.out.println(spaceCowboy.getHealth());
27        }
28
29    } //End main()
30 } //End class GameCharacterTester
```

## Output

```
Health: 90
Weight: 70
Happiness: 100
Exceeds bounds.
40
```