

```
1 using System;
2 using System.Collections.Generic;
3 using System.Text;
4
5 namespace coursework
6 {
7     class Character
8     {
9         public string name, race;
10        public int dex, str;
11        public int level, AC, speed, HP;
12        public bool hasWeapon;
13
14        public Character(string name, string race, int level, int dex, int str,
15                          int AC, int speed, int HP, bool hasWeapon)
16        {
17            this.name = name;
18            this.race = race;
19            this.level = level;
20            this.dex = dex;
21            this.str = str;
22            this.AC = AC;
23            this.speed = speed;
24            this.HP = HP;
25            this.hasWeapon = hasWeapon;
26        }
27    }
28 }
29
```