**package** hw12;

**public** **class** Player {

**private** String role;

**private** String name;

**public** String getPlayerRole() {

**return** role;

}

**public** **void** setPlayerRole(String role) {

**this**.role = role;

}

**public** String getName() {

**return** name;

}

**public** **void** setName(String name) {

**this**.name = name;

}

}

**package** hw12;

**public** **class** PlayerViewPort {

**public** **void** printPlayerViewPort(String playerName, String playerID){

System.***out***.println("Player Name: " + playerName);

System.***out***.println("Player Class: " + playerID);

System.***out***.println();

}

}

**package** hw12;

**public** **class** PlayerController {

**private** Player model;

**private** PlayerViewPort view;

**public** PlayerController(Player model, PlayerViewPort view){

**this**.model = model;

**this**.view = view;

}

**public** **void** setPlayerName(String name){

model.setName(name);

}

**public** String getPlayerName(){

**return** model.getName();

}

**public** **void** setPlayerRole(String role){

model.setPlayerRole(role);

}

**public** String getPlayerRole(){

**return** model.getPlayerRole();

}

**public** **void** updateViewPort(){

view.printPlayerViewPort(model.getName(), model.getPlayerRole());

}

}

**package** hw12;

**public** **class** homework12 {

**public** **static** **void** main(String[] args) {

Player model = *retreivePlayerFromDatabase*();

PlayerViewPort view = **new** PlayerViewPort();

PlayerController controller = **new** PlayerController(model, view);

controller.updateViewPort();

controller.setPlayerName("Healer4Lyfe");

controller.setPlayerRole("Healer");

controller.updateViewPort();

controller.setPlayerName("JakeFromStateFarm");

controller.setPlayerRole("Tank");

controller.updateViewPort();

}

**private** **static** Player retreivePlayerFromDatabase(){

Player player = **new** Player();

player.setName("xX360NoScopeMtnDewXx");

player.setPlayerRole("DPS");

**return** player;

}

}

