

Online 6

Time: 40 Minutes

1. Create a **Custom Exception** named **"InvalidForTheThrone"**.
2. Create another **Custom Exception** Named **"InvalidRatings"**.
3. Create a Class Named **"GameOfThrones"** which will contain five private variables: **CharacterName** (String), **House** (String), **Tactical**(double), **Army**(double), **Knowledge**(double). Here, **CharacterName** will be the character's name of "Game of Thrones" tv series and **House** will define which house they belong. **Tactical, Army & Knowledge** are the ratings of the characters. Write a **default constructor** to initialize **these three variable's** default values to zero.
4. Write **get** and **set** methods for these **private variables**. In case of **Tactical, Army & Knowledge** you should check the values in set methods before **assigning them**. If the value is greater than 10 then the set method will throw **InvalidRatings** exception with a message **"Ratings cannot be greater than 10"** and if the value is less than Zero then it will also throw **InvalidRatings** Exception with a message **"Ratings cannot be negative"**. If the value is between 0 to 10 then assign them to the respected variables. **Caution: You should handle exceptions while you call the set method (Not in the set methods!!).**
5. In **"GameOfThrones"** class there will be a method named **"AvgRatings"** with return type **void**. It will calculate the average ratings (Tactical, Army & Knowledge). If the average rating is less than 8 then it will throw **InvalidForTheThrone** with a message **"You cannot claim the throne!!"**. Otherwise it will just print **"Good Luck !!!!"**.
6. In main method create some characters and assign value to them with set methods. You should **handle exceptions** while you are calling the set methods. Then call the **AvgRatings() method**. Here, you also need to handle exception and whether an exception occurs or not you should always print this message **"Valar Morghulis"**.