

# Assignment

*This assignment is the examination of this course. This means that if you finish this assignment properly you will pass the course. When you've done the assignment you can hand it in at [courses.vsw.se/assignments.php](https://courses.vsw.se/assignments.php) . When it has been handed in it will be corrected and marked. If everything was fine with your assignment you'll pass the course. If something was wrong you'll get it back together with some feedback about it. Fix whatever that was wrong and hand it in again. You can't really fail a course since you can just hand in new versions of an assignment. Note however that if you send in too many assignments your assignment won't be prioritized when marking it. You should therefore make sure to always double check your code before sending it in.*

Your task is to make one item according to the following requirements

1. The item should be an experience bag that can store up to 1500 experience.
2. The bag should have two modes: withdraw and deposit. Change the mode when the user shift-right-clicks.
3. When the user right-clicks, withdraw or deposit up to 50 experience to the player. This should be done depending on the current mode of the bag.
4. Have four tiers of experience bags which can store different amounts of experience. The maximum should be able to store 1500 experience as has been stated above. The different tiers should have different icons and names.
5. All the experience bags should share one item id and you are only allowed to store the data in the damage value of the itemstack. Use as few bits as possible.

## Submitting

When submitting your mod you should send me the source code and the exported mod. The exported mod should be runnable without any problems. The source should contain all the content of your mod, it shouldn't contain anything else. Do NOT include your eclipse environment or the minecraft source.