1 **public void** setX**(int** newX**)**

2 {

3 **if**(newX > 460) **//beyond game board's right edge**

4 {

5 **throw** **new** RuntimeException("Beyond the board's RIGHT edge");

6 }

7 **if**(newX < 6) **//beyond game board's left edge**

8 {

9 **throw** **new** RuntimeException("Beyond the board's LEFT edge");

10 }

11 x = newX;

12 }

**Figure 10.13 A game pieces setX method that throws an exception containing a descriptive message.**