PART 01:

1. Create a new class called 'Item' with two protected instance variables (private variables), an integer variable called 'location', and a String variable called 'description'.

```
package com.mycompany.practicle02;
public class Item
{
   private int location;
   private String description;
}
```

2. Add a constructor method for the Item class that takes an integer and a String as arguments (in that order).

```
package com.mycompany.practicle02;
public class Item
{
   private int location;
   private String description;

   public Item(int I, String d)

{
   location=I;
   description=d;
   }
}
```

3. The constructor should assign the value of these parameters to the corresponding instance variables.

```
Public static void main(String[] args) {
Item i1=new Item(123, "packed");
i1.displayDetails();
}
```

4. Add getter and setter methods for the location and description variables.

```
Public void setLocation(int location)
{
  this.location=location;
}
Public int getLocation()
{
  Return location;
```

```
Public void setDescription(String description)
{
  This.description=description;
}
Public String getDescription()
{
  Return description;
}
```

5. Add another class called Monster and make the Monster class a sub-class of the Item class.

Public class Monster extends Item

6. Add a constructor method to the Monster class that takes an integer and a String argument just like the Item class constructor.

```
Public class Monster extends Item
{
  private int a;
  private String b;
  public Monster( int a,String b)
  {
    this.a=a;
    this.b=b;
  }
```

7. Use these arguments to call the Item super class constructor from within the Monster class constructor so that the instance variables in the superclass are instantiated correctly.

```
Public class Monster extends Item
{
    private int a;
    private String b;
    public Monster(int location, String description, int a, int b)
    {
        super(location, description)
        this.a=a;
        this.b=b;
    }
}
```

PART 02

1. Which of these keywords is used to refer to member of base class from a sub class?					
	a) upper	b) super	c) this	d) None of	the mentioned
3.	The modifier v	-		ember can only b	oe accessed in its own class is d) none
4.	Which of these a) Object c) Interfaces	e is a mechani	sm for nami	b) Packages	control of a class and its content? the Mentioned.
5.	Which of the for a) import pkg. c) import pkg.		b)	importing an ent Import pkg. Import pkg.*	tire package 'pkg'?
6.	Which of these object? a) CHARAT() c) charAt()	e method of c	lass String is	used to extract a b) charat() d) CharAt()	a single character from a String
7.	Which of these a) get() c) lengthof()	e method of c	lass String is	used to obtain le b) Sizeof() d) length()	ength of String object?

PART 03: Fill in the blanks using appropriate term.

- 1. Real-world objects contain state and behavior.
- 2. A software object's state is stored in instance variables.
- 3. A software object's behavior is exposed through methods or functions.
- 4. Hiding internal data from the outside world, and accessing it only through publicly exposed methods is known as data <u>encapsulation</u>.

- 5. A blueprint for a software object is called a class.
- 6. Common behavior can be defined in a <u>super class</u> and inherited into a <u>sub class</u> using the <u>extends</u> keyword.
- 7. A collection of methods with no implementation is called an interface.
- 8. A namespace that organizes classes and interfaces by functionality is called a <u>package</u>.
- 9. The term API stands for <u>Application Programming Interface</u>.