**Practical 02**

**PART 02**

1. Answer b) super
2. Answer b) private
3. Answer b) Packages
4. Answer c) import pkg.\*
5. Answer c) charAt()
6. Answer c) length()

**PART 03**

1. Real-world objects contain **attributes** and **behavior**.
2. A software object's state is stored in **instance** **variables**.
3. A software object's behavior is exposed through **methods.**
4. Hiding internal data from the outside world, and accessing it only through publicly exposed methods is known as data **encapsulation.**
5. A blueprint for a software object is called a **class.**
6. Common behavior can be defined in a **parent class** and inherited into a **child class** using the **extends** 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 **package.**
9. The term API stands for **Application Programming Interface.**

**Practical 04**

**Exercise 02**

9

6

**Exercise 04**

true

true

true

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