**Part 01**

public class Item

{

private int location;

private String description;

public Item(int location,String description)

{

this.location=location;

this.description=description;

}

public void setValues(int location, String description)

{

this.location=location;

this.description=description;

}

public int getLocation()

{

return location;

}

public String getDescription()

{

return description;

}

public void display()

{

System.out.println("Location:"+location+ " Description:"+description);

}

}

public class Monster extends Item

{

public Monster(int location, String description) {

super(location, description);

}

}

public class Itemobj

{

public static void main(String[] args)

{

Monster m1=new Monster(10,"Homagama");

m1.display();

}

}

**Part 02**

1. Which of these keywords is used to refer to member of base class from a sub class?  
 b) supper

2. The modifier which specifies that the member can only be accessed in its own class is

b) private

3. Which of these is a mechanism for naming and visibility control of a class and its content?

b) packages

4. Which of the following is correct way of importing an entire package ‘pkg’?

c) import pkg.\*

5. Which of these method of class String is used to extract a single character from a String object?

c) charAt()

6. Which of these method of class String is used to obtain length of String object?

d) lehgth()

**Part 03**

1. Real-world objects contain **state** and **behavior**.
2. A software object's state is stored in **fields**.
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 **superclass** and inherited into a **subclass** 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**.