**Practical 2**

Part 01

1) package com.mycompany.practical1;

public class Item

{

protected int loc;

protected String des;

public Item(int loc,String des)

{

this.loc=loc;

this.des=des;

}

public void display(){

System.out.println("location is "+this.loc);

System.out.println("description is "+this.des);

}

}

**Main method**

package com.mycompany.practical1;

public class Practical1 {

public static void main(String[] args) {

Item i1= new Item(1234,"It was hhhh");

i1.display() ;

}

}

//getter setter

package com.mycompany.practical1;

public class Item

{

private int loc;

private String des;

//setter method

public void setLoc(int loc)

{

loc=loc;

}

//getter method

public int getLoc()

{

return loc;

}

//setter method

public void setDes(String des)

{

des=des;

}

//getter method

public String getDes()

{

return des;

}

}

**Main method**

package com.mycompany.practical1;

public class Practical1 {

public static void main(String[] args) {

Item i1= new Item();

i1.setLoc(1234);

i1.setDes("it is very beautiful");

System.out.println("location is "+i1.getLoc());

System.out.println("description is "+i1.getDes());

}

}

package com.mycompany.practical1;

public class Monster extends Item

{

private int loc;

private String des;

{

this.loc=loc;

this.des=des;

}

public void display()

{

System.out.println("location is "+loc);

System.out.println("description is "+des);

}

}

Part 02

2) answer B = Super Class

3)answer B= private

4)answer a = Object

5)answer c= import pkg.\*

6)answer c= CharAt()

7)answer d= length()

Part 03

1)matter and energy

2)variables

3)methods or member function

4)encapsulation

5)class

6)super class

Subclass

Extends

7)interface

8)package

9)Application Programing Interface