**PART 01**

\*Item Class

public class Item {

protected int location;

protected String description;

public Item(int location, String description) {

this.location = location;

this.description = description;

}

// Getter and Setter for 'location' variable

public int getLocation() {

return location;

}

public void setLocation(int location) {

this.location = location;

}

// Getter and Setter for 'description' variable

public String getDescription() {

return description;

}

public void setDescription(String description) {

this.description = description;

}

}

\*Subclass of item

public class Monster extends Item {

public Monster(int location, String description) {

super(location, description);

}

// Additional methods specific to Monster class (if needed)

}

**PART 02**

1. b)

2. b)

3. b)

4. c)

5. c)

6. d)

**PART 03**

1. \* state

\* behavior

2. \* instance variables

3. \* methods

4. \* encapsulation

5. \* class

6. \* superclass

\* subclass

\* extends

7. \* an interface

8. \* package

9. \* Application Programming Interface