**Java Practical 02**

**PART 01**

Item class –

package com.mycompany.practical02exe;

public class Item {

private int location;

private String description;

public Item (int location,String description ) {

this.location = location;

this.description = description;

}

public void setLocation (int location){

this.location = location;

}

public void setDescription (String description){

this.description = description;

}

public int getLocation (int location){

return this.location;

}

public String getDescription (String description){

return this.description;

}

}

Monster class –

package com.mycompany.practical02exe;

public class Monster extends Item {

public Monster (int location,String description) {

super(location,description);

}

}

**PART 02**

1. b) super
2. c) protected
3. a) Object
4. c) import pkg.\*
5. c) charAt()
6. d) length()

**PART 03**

1. State, **behavior**
2. **Fields**
3. **Methods**
4. **Encapsulation**
5. **Class**
6. **extends**
7. **interface**
8. **package**
9. **Application Programming Interface**