

## **LAB SHEET 01 – ANSWERS**

PART 01:

1.

```
public class Item {  
    protected int location;  
    protected String description;
```

2.

```
public Item (int location, String description)  
{  
    this.location = location;  
    this.description = description;  
}
```

3.

```
public int getLocation()  
{  
    return location;  
}
```

4.

```
public void setLocation(int location)  
{  
    this.location = location;  
}
```

5.

```
public String getDescription()  
{  
    return description;  
}
```

6.

```
public void setDescription(String description)  
{  
    this.description = description;  
}  
}
```

7.

```
public class Monster extends Item  
{  
    public Monster (int location, String description)  
    {  
        super (location, description);  
    }  
}
```

## PART 02:

1. *b) super*
2. *b) private*
3. *b) Packages*
4. *c) import pkg.\**
5. *c) charArt ()*
6. *d) 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**.*