Java Practical NO.02

PART 02 of Practical 02

1. B (super)

2. B (private)

3. B (package)

4. C (import pkg.\*)

5. C ( charAt() )

6. D (Length)

PART 03 of Practical 03

1. Real-world objects contain attributes\_ and \_behaviors

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\_