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Lab01

Part 01

```
public class Item {  
  
    protected int location;  
    protected String description;  
  
    public Item(int location, String description) {  
        this.location = location;  
        this.description = description;  
    }  
  
    // Getter method for location  
    public int getLocation() {  
        return location;  
    }  
  
    // Setter method for location  
    public void setLocation(int location) {  
        this.location = location;  
    }  
}
```

```
// Getter method for description
public String getDescription() {
    return description;
}

// Setter method for description
public void setDescription(String description) {
    this.description = description;
}
}

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

Part 02

1. B
3. B
4. B
5. C
6. C
7. D

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.