**Practical 02**

**Part 01**

01)

public class Item {

private int location;

private String description;

public Item(int loc,String des)

{

location=loc;

description=des;

}

public void setData(int loc,String des)

{

location=loc;

description = des;

}

public int getLocation()

{

return location;

}

public String getDescrption()

{

return description;

}

public void display()

{

System.out.println("Location: " +location+ "Description: "+description);

}

}

public class Monster extends Item {

public Monster(int location,String description )

{

super(location,description);

}

}

public class ItemObj {

public static void main(String[] args) {

Monster m1= new Monster(10,"Athurugiriya");

m1.display();

}

}

**Part 02**

1. Which of these keywords is used to refer to member of base class from a sub class?  
 a) upper b) **super** c) this d) None of the mentioned

2 The modifier which specifies that the member can only be accessed in its own class is

a) public b) **private** c) protected d) none

1. Which of these is a mechanism for naming and visibility control of a class and its content?  
   a) Object b) **Packages**  
   c) Interfaces d) None of the Mentioned.
2. Which of the following is correct way of importing an entire package ‘pkg’?  
   a) import pkg. b) Import pkg.  
   c) **import pkg.\***  d) Import pkg.\*
3. Which of these method of class String is used to extract a single character from a String object?  
   a) CHARAT() b) charat()  
   c) **charAt()** d) CharAt()
4. Which of these method of class String is used to obtain length of String object?  
   a) get() b) Sizeof()  
   c) lengthof() d) **length()**

**PART 03: Fill in the blanks using appropriate term.**

1. Real-world objects contain **state** and **behavior**.
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 a **package**.
8. A namespace that organizes classes and interfaces by functionality is called a **package**.
9. The term API stands for **Application Programming Interface**?