

Practical 02

PART 01:

```
package com.mycompany.item;

public class Item
{
    protected int location;
    protected String description;
    public Item2(int location,String description)
    {
        this.location=location;
        this.description=description;
    }
    public int getLocation()
    {
        return location;
    }
    public void setLocation(int location)
    {
        this.location=location;
    }
    public String geDescription()
    {
        return description;
    }
    public void setDescription(int location)
```

```
{
    this.description=description;
}
}
package com.mycompany.item;
public class Monster extends Item
{
    public Monster(int location,String description)
    {
        super(location,description);
    }
}
```

PART 02:

- | | |
|------|------|
| 1. b | 4. c |
| 2. b | 5. c |
| 3. b | 6. d |

PART 03

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|--|--------------------------------------|
| 1. state, behavior | 7. Interface |
| 2. variables | 8. Package |
| 3. methods | 9. Application programming interface |
| 4. encapsulation | |
| 5. class | |
| 6. super class(parent class), subclass(child class), extends | |

