**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

2. b

3. b

4. c

5. c

6. d

**PART 03**

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