**PART 01:**

1. **Create a new class called ‘Item’ with two protected instance variables (private variables), an integer variable called ‘location’, and a String variable called ‘description’.**
2. **Add a constructor method for the Item class that takes an integer and a String as arguments (in that order).**
3. **The constructor should assign the value of these parameters to the corresponding instance variables.**
4. **Add getter and setter methods for the location and description variables.**
5. **Add another class called Monster and make the Monster class a sub-class of the Item class.**
6. **Add a constructor method to the Monster class that takes an integer and a String argument just like the Item class constructor.**
7. **Use these arguments to call the Item super class constructor from within the Monster class constructor so that the instance variables in the superclass are instantiated correctly.**

Public class Item{

protected int location;

protected string description;

public Item(int location,String description){

this.location=location;

this.location=location;

}

protected int getlocation(){

return location;

}

protected void setlocation(int loaction){

this.location=location;

}

protected String getdescription(){

return description;

}

procected void setdescription(String description){

this.description=description;

}

public void monster extends Item{

public monster(int location,String description)

super(loction,description)

}}

**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**

1. **The modifier which specifies that the member can only be accessed in its own class is a) public b) private c) protected d) none**
2. **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.**
3. **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.\***
4. **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()**
5. **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 \_**attributes**\_\_ and** behavior**\_\_\_.**
2. **A software object's state is stored in \_**varible**\_\_.**
3. **A software object's behavior is exposed through \_.**methos**\_\_.**
4. **Hiding internal data from the outside world, and accessing it only through publicly exposed methods is known as data \_**encapsylation**\_\_.**
5. **A blueprint for a software object is called a \_**class**\_\_.**
6. **Common behavior can be defined in a** super class **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 Programing Interface**\_\_?**