

Practical 02

PART 01

```
1. public class Item {  
    private int location;  
    private String description;  
02.    public Item(int location, String  
description) {        this.location = location;  
03.    this.description = description;  
        }  
04.  
        public int getLocation() {  
return location;  
        }  
  
        public void setLocation(int location) {  
this.location = location;  
        }  
  
        public String getDescription() {  
return description;  
        }  
  
        public void setDescription(String description) {  
this.description = description;  
        }  
}
```

05. public class Monster extends

Item{

private int location;

private String description;

06. public Monster(int location, String
description) { super(location, description);

07. this.location=location;

this.description=description;

}

}

PART 02

1. b
2. b
3. a
4. a
5. c
6. d

PART 03

1. matter, energy
2. instance variable
3. methods
4. encapsulation
5. class
6. superclass, subclass, extends.
7. interface
8. package
9. Application Programming Interface