

Practical 02

Part 02

1. b) supper
- 2.
3. b) private
4. b) packages
5. c) import pkg.*
6. c) charAT()
7. d) length

Part 03

1. attributes and behavior
2. fields
3. methods
4. encapsulation
5. class
6. base class , derived class , extends
7. interface
8. package
9. Application Programming Interface