

PART 01: Answers

```
class Item {  
    protected int location;  
    protected String description;  
  
    // Constructor for the Item class  
    public Item(int location, String description) {  
        this.location = location;  
        this.description = description;  
    }  
  
    // Getter for the location variable  
    public int getLocation() {  
        return location;  
    }  
  
    // Setter for the location variable  
    public void setLocation(int location) {  
        this.location = location;  
    }  
  
    // Getter for the description variable  
    public String getDescription() {  
        return description;  
    }  
}
```

```
// Setter for the description variable  
public void setDescription(String description) {  
    this.description = description;  
}  
}
```

```
class Monster extends Item {  
    // Constructor for the Monster class  
    public Monster(int location, String description) {  
        super(location, description);  
    }  
}
```