# PART 01: Answers

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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);

}

}