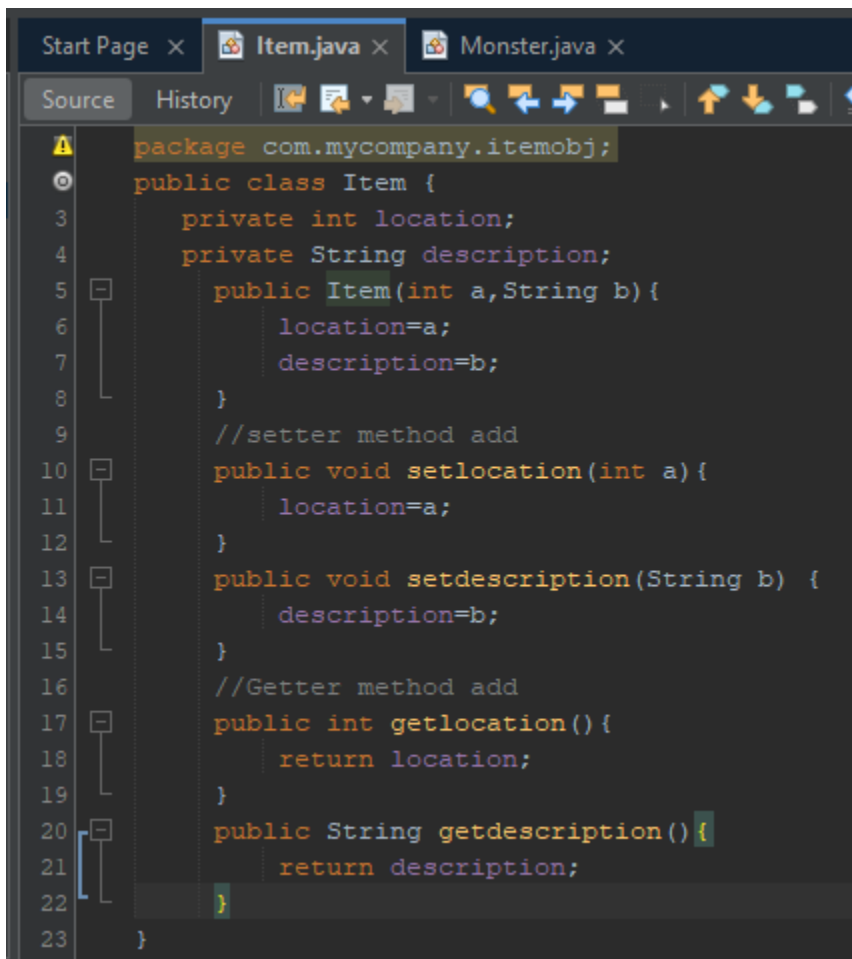


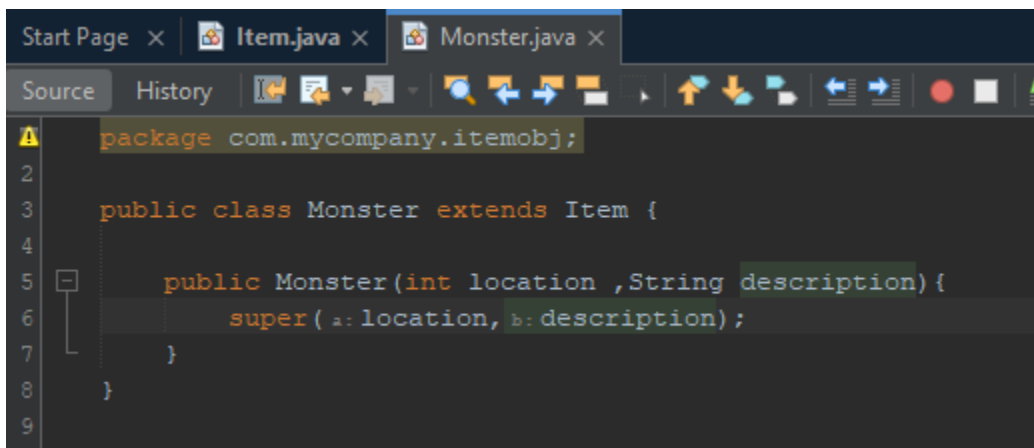
Practical 2.

Part 1;



```
package com.mycompany.itemobj;

public class Item {
    3     private int location;
    4     private String description;
    5     public Item(int a,String b){
    6         location=a;
    7         description=b;
    8     }
    9     //setter method add
    10    public void setlocation(int a){
    11        location=a;
    12    }
    13    public void setdescription(String b) {
    14        description=b;
    15    }
    16    //Getter method add
    17    public int getlocation(){
    18        return location;
    19    }
    20    public String getdescription(){
    21        return description;
    22    }
    23 }
```



```
package com.mycompany.itemobj;

    2
    3    public class Monster extends Item {
    4
    5        public Monster(int location ,String description){
    6            super( a: location, b: description);
    7        }
    8    }
    9
```

Part 2;

1. B – super
2. B & C - private, Protected
3. B – Packages
4. C – Import pkg.*
5. C – charAt()
6. D – length()

Part 3;

1. State, Behavior
2. Fields.
3. Methods.
4. Encapsulation.
5. Class.
6. Superclass, subclass, extends
7. Package
8. Application Programming interface