**QUESTION NO :- 01**

public class Item {

protected int location;

protected String description;

// Constructor

public Item(int location, String description) {

this.location = location;

this.description = description;

}

// Getter for location

protected int getLocation() {

return location;

}

// Setter for location

protected void setLocation(int location) {

this.location = location;

}

// Getter for description

protected String getDescription() {

return description;

}

// Setter for description

protected void setDescription(String description) {

this.description = description;

}

}

public class Monster extends Item {

// Constructor

public Monster(int location, String description) {

super(location, description);

}

}

**QUESTION NO :- 02**

1.b) super

2.b) private

3.b) Packages

4.c) import pkg.\*

5.c) charAt()

6.d) length()

**QUESTION NO :- 03**

1. Real-world objects contain \*\*attributes\*\* and \*\*behaviors\*\*.

2. A software object's state is stored in \*\*instance variables\*\*.

3. A software object's behavior is exposed through \*\*methods\*\*.

4. Hiding internal data from the outside world, and accessing it only through publicly exposed methods is known as data \*\*encapsulation\*\*.

5. A blueprint for a software object is called a \*\*class\*\*.

6. Common behavior can be defined in a \*\*parent class\*\* and inherited into a \*\*subclass\*\* using the \*\*extends\*\* keyword.

7. A collection of methods with no implementation is called an \*\*interface\*\*.

8. A namespace that organizes classes and interfaces by functionality is called a \*\*package\*\*.

9. The term API stands for \*\*Application Programming Interface\*\*.