public class Item {

protected int location;

protected String description;

public Item(int location, String description) {

this.location = location;

this.description = description;

}

// Getter method

public int getLocation() {

return location;

}

// Setter method

public void setLocation(int location) {

this.location = location;

}

// Getter method

public String getDescription() {

return description;

}

// Setter method

public void setDescription(String description) {

this.description = description;

}

}

public class Monster extends Item {

// Constructor

public Monster(int location, String description) {

// Call the superclass constructor using 'super'

super(location, description);

}

}