**Part 01**

public class Item {

protected int location;

protected String description;

public Item(int location, String description) {

this.location = location;

this.description = description;

}

// Getter methods

protected int getLocation() {

return location;

}

protected String getDescription() {

return description;

}

// Setter methods

protected void setLocation(int location) {

this.location = location;

}

protected void setDescription(String description) {

this.description = description;

}

}

public class Monster extends Item {

public Monster(int location, String description) {

super(location, description);

}

}

**Part 02**

1. None of the mentioned
2. Protected
3. interfaces
4. charAt()
5. length()

**Part 03**

1. **attributes,behaviors**.
2. **attributes**.
3. **Methods**
4. **Encapsulation**
5. **class**
6. **parent class** ,**child class,extend**s
7. **Interface**
8. **Package**
9. **Application Programming Interface**.