**Practical 2 - ANSWERS**

**PART 01:**

1)

public class **Item**

{

protected **int location ;**

protected **String description;**

}

2)

public class **Item (int location, String description)**

3)

{

this.**location = location;**

this.**description = description;**

}

4)

public **int getLocation ()**

{

return **location;**

}

public void **setLocation(int location)**

{

this.**location = location;**

}

public String **getDescription()**

{

return **description;**

}

public void **setDescription(String description)**

{

this.**description = description;**

}

}

5)

public class **Monster** extends **Item**

**{**

**…….//**

**}**

6)

public **Monster**(int location, String description)

7)

Super (location, description);

**PART 02:**

1. Which of these keywords is used to refer to member of base class from a sub class?  
 a) upper **b) super** c) this d) None of the mentioned

1. The modifier which specifies that the member can only be accessed in its own class is a) public **b) private** c) protected d) none
2. Which of these is a mechanism for naming and visibility control of a class and its content?  
   a) Object **b) Packages**  
   c) Interfaces d) None of the Mentioned.
3. Which of the following is correct way of importing an entire package ‘pkg’?  
   a) import pkg. b) Import pkg.  
   **c) import pkg.\*** d) Import pkg.\*
4. Which of these method of class String is used to extract a single character from a String object?  
   a) CHARAT() b) charat()  
   **c) charAt()** d) CharAt()
5. Which of these method of class String is used to obtain length of String object?  
   a) get() b) Sizeof()  
   c) lengthof() **d) length()**

**PART 03:**

**1)** Real-world objects contain state and behavior.

**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 superclass 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.