Practical 2

1)

```
class Item {
    private int location;
    private String description;

    public Item(int location, String description) {
        this.location = location;
        this.description = description;
    }
    // Getter and Setter for location
    public int getLocation() {
        return location;
    }
        public void setLocation(int location) {
        this.location = location;
    }

    // Getter and Setter for description
    public String getDescription() {
        return description;
    }

    public void setDescription(String description) {
        this.description = description;
    }
}
```

```
class Monster extends Item {
   public Monster(int location, String description) {
      super(location, description);
   }
}
```

2) 1. b) super

2. b) private

3. b) Packages

4. c) import pkg.*

5. c) charAt()

6. d) length()

3) 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.