

Part 01

// Item class

```
class Item {  
    protected int location;  
    protected String description;  
  
    // Constructor for Item class  
    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;  
    }  
}
```

```
// Monster class (subclass of Item)
class Monster extends Item {
    // Constructor for Monster class, calling the superclass constructor using 'super'
    public Monster(int location, String description) {
        super(location, description);
    }
}
```

PART 02:

Which of these keywords is used to refer to a member of the base class from a subclass?

Answer: b) super

The modifier which specifies that the member can only be accessed in its own class is:

Answer: b) private

Which of these is a mechanism for naming and visibility control of a class and its content?

Answer: b) Packages

Which of the following is the correct way of importing an entire package 'pkg'?

Answer: c) import pkg.*

Which of these methods of class String is used to extract a single character from a String object?

Answer: c) charAt()

Which of these methods of class String is used to obtain the length of a String object?

Answer: c) length()

PART 03:

Real-world objects contain state and behavior.

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

A software object's behavior is exposed through methods.

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

A blueprint for a software object is called a class.

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

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

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

The term API stands for Application Programming Interface.