Part 1

public class Item {

private int location;

private String description;

public Item(int location, String description) {

this.location = location;

this.description = description;

}

public void setLocation(int location) {

this.location = location;

}

public int getLocation() {

return location;

}

public void setDescription(String description) {

this.description = description;

}

public String getDescription() {

return description;

}}

public class Monster extends Item {

public Monster(int location, String description) {

super(location, description);

}}

public class Test{

public static void main(String[]args)

{

Monster x=new Monster();

x.setLocation(100);

x.setDescription(“colombo”);

x.getLocation();

x.getDescription();

}

}

Part 2

1.super

2.private

3.packages

4.import pkg.\*

5.charAT()

6.leanth()

1. state and behavior

2. fields

3. methods

4. encapsulation

5. class

6. superclass, subclass, extends

7. interface

8. package

9. application programming Interface