Practical 02

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Answers-

Part 01-

Constructer method-

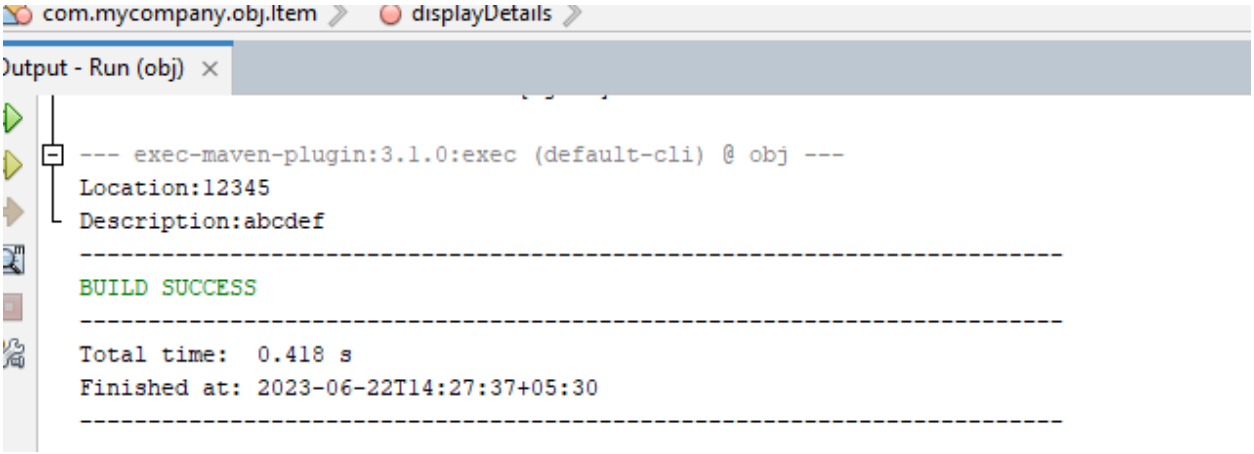
Object-

```
package com.mycompany.obj;
public class Obj
{
   public static void main(String[] args)
   {
      Item I1=new Item(12345,"abcdef");
      I1.displayDetails();
   }
}
```

Class-

```
package com.mycompany.obj;
public class Item
{
```

```
    private int location;
    private String description;
    public Item(int location,String description)
    {
       this.location=location;
       this.description=description;
    }
    public void displayDetails()
    {
       System.out.println("Location:"+location);
       System.out.println("Description:"+description);
    }
}
```



Add getter setter methods-

Object-

```
package com.mycompany.obj;
public class Obj
{
   public static void main(String[] args)
   {
      Item I1=new Item();
      I1.setlocation(12345);
      I1.setdescription("abcdef");
      System.out.println("location:"+I1.getlocation());
      System.out.println("description:"+I1.getdescription());

   }
}
```

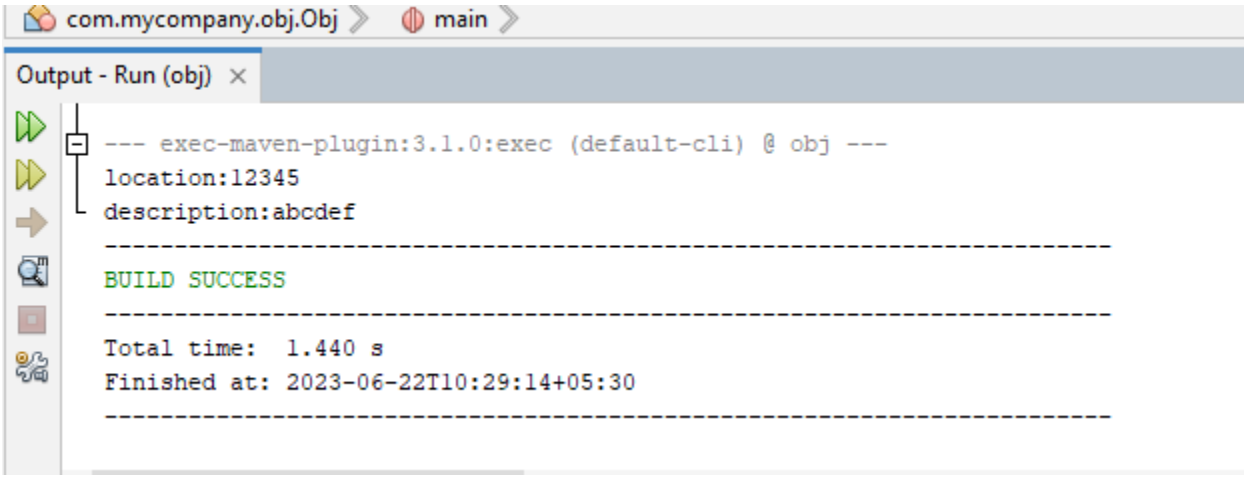
Class-

```
package com.mycompany.obj;
public class Item
{
   private int location;
```

```
  private String 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
}
 }
```



Add monster class-

```
package com.mycompany.obj;

public class Monster extends Item
{
   public Monster(int location,String description)
   {
      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

3. The modifier which specifies that the member can only be accessed in its own class is
   a) public b) private c) protected d) none

4. 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.

5. 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.*

6. 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()

7. 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: Fill in the blanks using appropriate term.

1. Real-world objects contain state and behavior.
2. A software object's state is stored in field.
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?