**28587**

**Java Practical NO.02**

**PART 02 of Practical 02**

1. B (super)
2. B (private)
3. B (package)
4. C (import pkg.\*)
5. C ( charAt() )
6. D (Length)

**PART 03 of Practical 03**

1. Real-world objects contain \_**attributes**\_\_ and \_\_**behaviors**\_
2. A software object's state is stored in \_**fields**\_\_.
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**\_\_