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Practical 2

Question	Code
| 1. | ```java
public class Item {
    protected int location;
    protected String description;

    public Item(int location, String description) {
        this.location = location;
        this.description = description;
    }

    public int getLocation() {
        return location;
    }

    public void setLocation(int location) {
        this.location = location;
    }

    public String getDescription() {
        return description;
    }

    public void setDescription(String description) {
        this.description = description;
    }
}
``` |
| 2. | b) super
b) private
b) Packages
c) import pkg.*
c) charAt()
c) length() |
| 3. | 1. Real-world objects contain <u>state</u> and <u>behavior</u>.
2. A software object's state is stored in instance <u>variables</u>.
3. A software object's behavior is exposed through <u>methods</u>.
4. Hiding internal data from the outside world, and accessing it only through publicly exposed methods is known as data <u>encapsulation</u>.
5. A blueprint for a software object is called a <u>class</u>.
6. Common behavior can be defined in a <u>superclass</u> and inherited into a <u>subclass</u> using the <u>extends</u> keyword.
7. A collection of methods with no implementation is called an <u>interface</u>. |

	8. A namespace that organizes classes and interfaces by functionality is called a <u>package</u>. 9. The term API stands for Application Programming <u>Interface</u>.