

## Practical 02

### **//PART 01**

//01

```
public class Item {
```

```
    private int location;
```

```
    private String description;
```

//02, 03

```
    public Item(int location, String description) {
```

```
        this.location = location;
```

```
        this.description = description;
```

```
    }
```

//04

```
    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;
```

```
    }
```

```
}
```

```
//05
```

```
public class Monster extends Item{
```

```
    private int location;
```

```
    private String description;
```

```
//06
```

```
    public Monster(int location, String description) {
```

```
        super(location, description);
```

```
//07
```

```
        this.location=location;
```

```
        this.description=description;
```

```
    }
```

```
}
```

## **PART 02**

1. b
2. b
3. a
4. a
5. c
6. d

## **PART 03**

1. matter, energy
2. instance variable
3. methods
4. encapsulation
5. class
6. superclass, subclass, extends
7. interface
8. package
9. Application Programming Interface