27180

D.T.S.Perera

Part 01

public class Item {

// Two protected instance variables

protected int location;

protected String description;

// Constructor with arguments

public Item(int location, String description) {

this.location = location;

this.description = description;

}

// Getter for location

public int getLocation() {

return location;

}

// Setter for location

public void setLocation(int location) {

this.location = location;

}

// Getter for description

public String getDescription() {

return description;

}

// Setter for description

public void setDescription(String description) {

this.description = description;

}

}

Part02

1.b.supper

2.b.private

3.b.package

4.c.import package

5.c.charAt()

6.d.length()

Part03

1. Real-world objects contain state and behavior.
2. A software object's state is stored in instance variables.
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 parent class 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