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Practical 2

Question	Code
1.	<pre>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; } }</pre>
2.	<p>b) super b) private b) Packages c) import pkg.* c) charAt() c) length()</p>
3.	<ol style="list-style-type: none">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.

	<ol style="list-style-type: none">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>.
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