

Practical 02

Part 01

```
public class Item
{
    private int location;
    private String description;
    public Item(int location,String description)
    {
        this.location=location;
        this.description=description;
    }
    public void setdata(int location,String description)
    {
        this.location=location;
        this.description=description;
    }
    public int getLocation()
    {
        return location;
    }
    public String getDescription()
    {
        return description;
    }
}
```

```
    public void display()
    {
        System.out.println("Location: "+location+" Description: "+description);
    }
}
```

```
public class Monster extends Item
{
    public Monster(int location,String description)
    {
        super(location,description);
    }
}
```

```
public class Itemobj
{
    public static void main(String[] args)
    {
        Monster m1=new Monster(10,"Kadawatha");
        m1.display();
    }
}
```

Part 02

1. Which of these keywords is used to refer to member of base class from a sub class?
b) supper
2. The modifier which specifies that the member can only be accessed in its own class is
b) private
3. Which of these is a mechanism for naming and visibility control of a class and its content?
b) packages
4. Which of the following is correct way of importing an entire package 'pkg'?
c) import pkg.*
5. Which of these method of class String is used to extract a single character from a String object?
c) charAt()
6. Which of these method of class String is used to obtain length of String object?
d) length()

Part 03

1. Real-world objects contain **state** and **behavior**.
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**.