Write an interface called Playable, with a method

void play();

Let this interface be placed in a package called music.

Write a class called Veena which implements Playable interface. Let this class be placed in a package music.string

Write a class called Saxophone which implements Playable interface. Let this class be placed in a package music.wind

Write another class Test in a package called live. Then,

a. Create an instance of Veena and call play() method

b. Create an instance of Saxophone and call play() method

c. Place the above instances in a variable of type Playable and then call play()

|  |
| --- |
| package interfaces; |
|  |  |
|  | public class Problem1 { |
|  | public static void main(String args[]) { |
|  | Veena v = new Veena(); |
|  | Saxophone s = new Saxophone(); |
|  | Playable pv, ps; |
|  | pv = new Veena(); |
|  | ps = new Saxophone(); |
|  |  |
|  | v.play(); |
|  | s.play(); |
|  | pv.play(); |
|  | ps.play(); |
|  |  |
|  | } |
|  | } |
|  | class Veena implements Playable { |
|  | public void play() { |
|  | System.out.println("Violin is being played"); |
|  | } |
|  | } |
|  | class Saxophone implements Playable { |
|  | public void play() { |
|  | System.out.println("Saxophone is being played"); |
|  | } |
|  | } |
|  | interface Playable { |
|  | public void play(); |
|  | } |