# Step 1: Create a base class Animal with a method make\_sound(). This method should print a generic animal sound.

class Animal:

def make\_sound(self):

print("Generic animal sound")

# Step 2: Create two subclasses Dog and Cat, each inheriting from the Animal class.

class Dog(Animal):

# Step 3: Override the make\_sound() method in the Dog class with their respective sound (bark).

def make\_sound(self):

print("Bark")

class Cat(Animal):

# Step 3: Override the make\_sound() method in the Cat class with their respective sound (meow).

def make\_sound(self):

print("Meow")

# Step 4: Implement a function called animal\_sound\_in\_zoo() that takes an animal object as a parameter and calls its make\_sound() method.

def animal\_sound\_in\_zoo(animal):

animal.make\_sound()

# Step 5: Create instances of Dog and Cat classes and call the animal\_sound\_in\_zoo() function with these instances as arguments to observe their unique sounds.

if \_\_name\_\_ == "\_\_main\_\_":

dog = Dog()

cat = Cat()

print("Dog in the zoo says:")

animal\_sound\_in\_zoo(dog)

print("\nCat in the zoo says:")

animal\_sound\_in\_zoo(cat)