```java
public class Movementobj
{

    public static void main(String[] args)
    {
        Player p1=new Player();
        p1.moveup();
        p1.movedown();
        p1.moveleft();
        p1.moveright();
    }
}
package com.mycompany.movementobj;
public class Player extends Movement
{
    @Override
    public void moveup()
    {
        System.out.println("Player Move Up");
    }
    @Override
    public void movedown()
    {
        System.out.println("Player Move Down");
    }
    @Override
    public void moveleft()
    {
        System.out.println("Player Move left");
```

```java
        }
        @Override
        public void moveright()
        {
            System.out.println("Player Move Right");
        }


    }
    public abstract class Movement
    {
        public abstract void moveup();
        public abstract void movedown();
        public abstract void moveleft();
        public abstract void moveright();
    }
```