**Exercise 1:**

Create a class called "**Animal**" with a method called "sound." Create two subclasses "**Dog**" and "**Cat**" that override the "**sound**" method to print different sounds for each animal.

**Exercise 2:**

Create a superclass "Shape" with a method called "area." Create two subclasses "Circle" and "Rectangle" that override the "area" method to calculate the area for each shape.

**Exercise 3:**

Create a superclass "Vehicle" with a method called "start." Create two subclasses "Car" and "Bike" that override the "start" method to print different messages for each vehicle.

**Exercise 4:**

Create a superclass "Person" with attributes "name" and "age." Create a subclass "Employee" that extends "Person" and has an additional attribute "salary." Override the "toString" method in "Employee" to display all attributes.

**Exercise 5:**

Create a superclass "Bird" with a method called "fly." Create two subclasses "Eagle" and "Penguin" that override the "fly" method to print appropriate messages for each bird.

**Exercise 6:**

Create a superclass "**Account**" with attributes "**accountNumber**" and "**balance**." Create two subclasses "**CheckingAccount**" and "**SavingsAccount**" that override a method called "withdraw" to handle specific withdrawal scenarios.

**Exercise 7:**

Create a superclass "Vehicle" with attributes "make" and "model." Create two subclasses "Car" and "Motorcycle" that override the "toString" method to display all attributes.

**Exercise 8:**

Create a superclass "Person" with a method called "displayDetails." Create two subclasses "Student" and "Teacher" that override the "displayDetails" method to print appropriate details for each person.

**Exercise 9:**

Create a superclass "**Shape**" with attributes "**color**" and "**filled**." Create two subclasses "**Circle**" and "**Rectangle**" that override the "**toString**" method to display all attributes.

**Exercise 10:**

Create a superclass "Animal" with a method called "sound." Create two subclasses "Dog" and "Cat" that override the "sound" method to print different sounds for each animal.

**Exercise 11:**

Create a superclass "Shape" with a method called "area." Create two subclasses "Circle" and "Rectangle" that override the "area" method to calculate the area for each shape.

**Exercise 12:**

Create a superclass "Vehicle" with a method called "start." Create two subclasses "Car" and "Bike" that override the "start" method to print different messages for each vehicle.

**Exercise 13:**

Create a superclass "Person" with attributes "name" and "age." Create a subclass "Employee" that extends "Person" and has an additional attribute "salary." Override the "toString" method in "Employee" to display all attributes.

**Exercise 14:**

Create a superclass "Bird" with a method called "fly." Create two subclasses "Eagle" and "Penguin" that override the "fly" method to print appropriate messages for each bird.

**Exercise 15:**

Create a superclass "Account" with attributes "accountNumber" and "balance." Create two subclasses "CheckingAccount" and "SavingsAccount" that override a method called "withdraw" to handle specific withdrawal scenarios.

**Exercise 16:**

Create a superclass "Vehicle" with attributes "make" and "model." Create two subclasses "Car" and "Motorcycle" that override the "toString" method to display all attributes.

**Exercise 17:**

Create a superclass "Person" with a method called "displayDetails." Create two subclasses "Student" and "Teacher" that override the "displayDetails" method to print appropriate details for each person.

**Exercise 18:**

Create a superclass "Shape" with attributes "color" and "filled." Create two subclasses "Circle" and "Rectangle" that override the "toString" method to display all attributes.

**Exercise 19:**

Create a superclass "Animal" with a method called "sound." Create two subclasses "Dog" and "Cat" that override the "sound" method to print different sounds for each animal.

**Exercise 20:**

Create a superclass "Shape" with a method called "area." Create two subclasses "Circle" and "Rectangle" that override the "area" method to calculate the area for each shape.