// Define a class named AnimalClassExample

public class AnimalClassExample {

// This is a method: It prints a message when called

public void speak() {

System.out.println("The animal makes a sound");

}

// Main method: the starting point of any Java application

public static void main(String[] args) {

// Create an object (instance) of the AnimalClassExample class

AnimalClassExample animalObject = new AnimalClassExample();

// Call the speak() method on the object

animalObject.speak();

}

}

// Interface declaration

interface SpeakableInterfaceExample {

void speak(); // abstract method to be implemented

}

// Classes that implements SpeakableInterfaceExample

class Dog implements SpeakableInterfaceExample {

public void speak() {

System.out.println("The dog says: Woof!");

}

}

class Cat implements SpeakableInterfaceExample {

public void speak() {

System.out.println("The cat says: Meow!");

}

}

// Main class

public class SpeakableExample {

public static void main(String[] args) {

// Using different implementations of SpeakableInterfaceExample

SpeakableInterfaceExample dog = new Dog();

SpeakableInterfaceExample cat = new Cat();

dog.speak(); // Output: The dog says: Woof!

cat.speak(); // Output: The cat says: Meow!

}

}