12) create an abstract called animal with the method eat and sleep create subclass lion, Deer and tiger, that extends the animal class that implement the eat and sleep methods differently based on the specific behaviour

```
abstract class animal
    abstract void eat();
    abstract void sleep();
}
class lion extends animal
{
    void main() eat();
    {

        System.out.println("Enter lion eats animal:");
        System.out.println("
    }

    void sleep();
    {
        System.out.println("Lion sleeps in");
    }
}
```

```java
class Deer extends animal
{
    void eat ()
    {
        system.out.print ln(" Deer eats grass : ");
    }

    void sleep ()
    {
        system.out.print ln("Deer sleeps in the shade : ");
    }
}


class tiger extends animal
{
    void eat ();
    {
        system.out.println(" Tiger eats other animals : ");
    }

    void sleep();
    {
        system.out.print ln(" Tiger sleeps : ");
    }
}
```

```
public class lion {     //main

{

    public static void main ( string [] args ) {

        Animal l = new lion ();
        Animal d = new Deer ();
        Animal t = new tiger();

        l.sleep();

        d.eat();
        d.sleep();
        t.sleep();
        t.eat();

    }
}
```

output:

```
Lion eats Animals
lion sleeps in a cave
lion eats Animal
Deer eats grass
Deer sleeps in the shade
Tiger eats 2 other animals
Tiger sleeps .
```

22.10

```
Microsoft Windows [Version 10.0.22000.2538]
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C:\Users\Admin\Downloads>javac Main.java

C:\Users\Admin\Downloads>java Main
Lion eats animal
Lion sleeps in a cave
Deer eats grass
Deer sleeps   in the shade
Tiger eats other animal
Tiger sleeps
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C:\Users\Admin\Downloads>
```