

Abstract Classes & Interface

Write a Java program that demonstrates method overriding by creating a superclass called Animal and two subclasses called Dog and Cat. • The Animal class should have a method called makeSound(), which simply prints "The animal makes a sound." • The Dog and Cat classes should override this method to print "TheCat/The dog meows/barks" respectively. • The program should allow the user to create and display objects of each class. [Hint:Use multilevel inheritance]

```
import java.util.Scanner;

class Animal {
    public void makeSound() {
        System.out.println("The animal makes a sound.");
    }
}

class Dog extends Animal {
    @Override
    public void makeSound() {
        System.out.println("The dog barks.");
    }
}

class Cat extends Dog {
    @Override
    public void makeSound() {
        System.out.println("The cat meows.");
    }
}

public class AnimalDemo {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);

        // Create objects
        Animal animal = new Animal();
        Dog dog = new Dog();
        Cat cat = new Cat();

        // Display default sounds
```

```

System.out.println("Default sounds:");
animal.makeSound();
dog.makeSound();
cat.makeSound();

// Allow the user to create and display objects
System.out.println("\nEnter 1 for Animal, 2 for Dog, 3 for Cat:");
int choice = scanner.nextInt();

Animal userAnimal;
switch (choice) {
    case 1:
        userAnimal = new Animal();
        break;
    case 2:
        userAnimal = new Dog();
        break;
    case 3:
        userAnimal = new Cat();
        break;
    default:
        System.out.println("Invalid choice. Defaulting to Animal.");
        userAnimal = new Animal();
}

// Display sound
System.out.println("User's choice sound:");
userAnimal.makeSound();

scanner.close();
}
}

```

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