

```
interface Animal {  
    void fly();  
}  
  
interface Bird {  
    void walk();  
}  
  
class Sparrow implements Animal, Bird {  
    public void fly() {  
        System.out.println("Flying...");  
    }  
  
    public void walk() {  
        System.out.println("Walking...");  
    }  
}  
  
public class Main {  
    public static void main(String[] args) {  
        Sparrow obj = new Sparrow();  
        obj.fly();  
        obj.walk();  
    }  
}
```

STDIN

Input for the program (O

Output:

Flying...
Walking...

```
interface Animal {  
    void fly();  
}  
class Sparrow implements Animal  
{  
    public void fly()  
    {  
        System.out.println("Flying...");  
    }  
}  
public class Main  
{  
    public static void main(String[] args) {  
        Sparrow obj = new Sparrow();  
        obj.fly();  
    }  
}
```

STDIN

Input for the program (O

Output:

Flying...

```
interface MyInterface {  
    void printHello();  
}  
  
class HelloWorldImpl implements MyInterface {  
    public void printHello() {  
        System.out.println("Hello, World!");  
    }  
}  
  
public class Main {  
    public static void main(String[] args) {  
        MyInterface myInterface = new HelloWorldImpl();  
        myInterface.printHello();  
    }  
}
```

STDIN

Input for the program (Optional)

Output:

Hello, World!