1. Overriding:

class Animal {

public void move() {

System.out.println("Animals can move");

}

}

class Dog extends Animal {

public void move() {

super.move();

System.out.println("Dogs can walk and run");

}

}

public class TestDog {

public static void main(String args[]) {

Animal b = new Dog();

b.move();

}

}