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Is it true invoking methods in interface are slower than invoking within abstract classes? Explain and write a new example.

Example :

```
interface Animal {
  void makeSound ( );
}
abstract class Dog {
  abstract void eat ( );
}
class cow extends Dog implements Animal {
  public void makeSound ( ) {
    system.out.println (" Cow says Moo ! ");
  }
  public void eat ( ) {
    system.out.println (" Cow is eating grass! ");
  }
}
```

```
public class invoking {
    public static void main (string[] args){
        Animal animal = new cow( );
        long startTime = .System.nanoTime( );
    animal. makeSound ( ) ;
    long endTime1 = System.nanoTime ( );
    System.out. println ("Interface call time :"+
            (endTime1 - startTime1) + "ns");
    Dog dog = new Cow ( );
    long startTime2 = System . nanoTime( );
    dog.eat ( );
    long endTime 2 = System . nanoTime ( );
    System. out. println ("Abstract call time : " +
            ( endTime 2 - startTime2 ) +"ns");
    }
}
```

Output :

```
Cow says MOO!
Interface CallTime : 419800 ns
Cow is eating grass
Abstractclass call time : 5650 ns.
```