1. Using the example from class as a reference, write a Java program to create an abstract class Animal with abstract methods eat() and sleep().
2. Create subclasses Snake, Eagle and Cat that extend the Animal class and implement the eat() and sleep() methods differently based on their specific behaviour.
3. Extend the Cat class to create subclasses Domestic and BigCat and, using overriding, implement the eat() and sleep() methods, again based on their specific behaviour.
4. Create an ArrayList of Animal objects and, using downcasting, add various animals (based on the derived classes) to the list. Create at least 10 animals (multiples of each type).
5. Search the list for a specific animal type using the instanceof operator (if you are unfamiliar with it, check out the URL below) and output to the screen. Remove these types from the list.

[Java instanceof - javatpoint](https://www.javatpoint.com/downcasting-with-instanceof-operator)