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Interface

**Write an interface called Playable, with a method void play();**

**Let this interface be placed in a package called music.**

**Write a class called Veena which implements Playable interface. Let this class be placed in a package music.string**

**Write a class called Saxophone which implements Playable interface. Let this class be placed in a package music.wind**

**Write another class Test in a package called live. Then,**

1. **Create an instance of Veena and call play() method**
2. **Create an instance of Saxophone and call play() method**
3. **Place the above instances in a variable of type Playable and then call play() Playable.java (interface in music)**

package music;

public interface Playable { void play();

}

**Veena.java (class in music.string)**

package music.string;

import music.Playable;

public class Veena implements Playable { @Override

public void play() {

System.out.println("Playing the Veena...");

}

}

**Saxophone.java (class in music.wind)**

package music.wind;

import music.Playable;

public class Saxophone implements Playable { @Override

public void play() {

System.out.println("Playing the Saxophone...");

}

}

**Test.java (in live)**

package live;

import music.Playable; import music.string.Veena;

import music.wind.Saxophone;

public class Test {

public static void main(String[] args) {

// a. Direct instances

Veena veena = new Veena(); veena.play();

Saxophone sax = new Saxophone();

sax.play();

// b. Using Playable reference Playable p1 = veena;

Playable p2 = sax;

p1.play();

p2.play();

}

}

**Expected Output**

Playing the Veena...

Playing the Saxophone... Playing the Veena...

Playing the Saxophone...

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