

Given the following classes, write the code for the **Dog** class so that the following output is created [Dog extends animal].

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**Rover is crying.**

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```
abstract public class Animal {  
    //Name of the Animal  
    private String name;  
  
    //Constructor  
    Animal(String _name){  
        this.name = _name;  
    }  
  
    //Return name  
    protected String getName(){  
        return name;  
    }  
}  
  
//Driver class  
public class AnimalTorture {  
  
    private void hugAnimal(SoundSource a){  
        a.makeSound();  
    }  
}
```

```
public static void main(String[] args) {  
    Dog d = new Dog("Rover");  
    AnimalTorture at = new AnimalTorture();  
    at.hugAnimal(d);  
}  
}  
  
//Interface for making sound.  
public interface SoundSource {  
    public void makeSound();  
}
```