

One.java

```
1  /*
2  Write a Java program to create a class called Animal with a method called makeSound().
3  Create a subclass called Cat that overrides the makeSound() method to meow.
4  Expected Output:
5  Some generic animal sound
6  Meow
7  */
8
9  class Animal{
10     void makeSound(){
11         System.out.println("Some generic animal sound");
12     }
13 }
14 class Cat extends Animal{
15     void makeSound(){
16         System.out.println("Meow");
17     }
18 }
19
20 public class One {
21     public static void main(String[] args) {
22         Animal ani = new Animal();
23         ani.makeSound();
24
25         Cat c = new Cat();
26         c.makeSound();
27     }
28 }
29
```