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class Animal {
    void makeSound() {
        System.out.println("Animal makes a sound");
    }
}

class Dog extends Animal {
    @Override
    void makeSound() {
        System.out.println("Dog barks");
    }
}

class Cat extends Animal {
    @Override
    void makeSound() {
        System.out.println("Cat meows");
    }
}

class Lion extends Animal{
    @Override
    void makeSound() {
        System.out.println("Lion roars");
    }
}

class Cow extends Animal {
    @Override
    void makeSound() {
        System.out.println("Cow moos");
    }
}

public class Main{
    public static void main(String[] args) {
        Animal animal1 = new Dog();
        Animal animal2 = new Cat();
        Animal animal3 = new Lion();
        Animal animal4 = new Cow();

        animal1.makeSound(); // This will call Dog's makeSound method
        animal2.makeSound(); // This will call Cat's makeSound method
        animal3.makeSound(); // This will call Lion's makeSound method
        animal4.makeSound(); // This will call Cow's makeSound method
    }
}

```

