1. Write a java program - create a class name as animal, create 3 objects, create 3 attributes, and create 3 methods?

PROGRAM:

```
class Animal {
    public void eat()
        System.out.println("eat method");
    public void sleep()
        System.out.println("sleep method");
    }
}
class Bird extends Animal{
   @Override
    public void eat() {
        super.eat();
        System.out.println("overide eat");
    }
   @Override
    public void sleep() {
        super.sleep();
        System.out.println("override sleep");
    }
    public void fly()
        System.out.println("in fly method");
    }
}
class Animals{
    public static void main(String[] args) {
        Animal a =new Animal();
        Bird b = new Bird();
        a.eat();
        a.sleep();
        b.eat();
        b.sleep();
        b.fly();
    }
}
```

OUTPUT:

```
[] 6
                                                   Run
                                                              Output
                                                                                                         Clear
       Main.java
4
        1 - class Animal {
                                                            java -cp /tmp/mwINDvn5Ny Animals
        2
               public void eat()
                                                            eat methodsleep method
0
        3 -
                                                            eat method
        4
                   System.out.println("eat method");
                                                            overide eat
(
                                                            sleep method
        5
        6
                                                            override sleep
               public void sleep()
                                                            in fly method
        7
些
        8 +
        9
                   System.out.println("sleep method");
0
       10
       11
               }
       12
       13 }
       14 - class Bird extends Animal{
15
               @Override
       16 -
               public void eat() {
       17
                   super.eat();
5
       18
                   System.out.println("overide eat");
       19
       20
       21
               @Override
               public void sleep() {
       22 -
       23
                   super.sleep();
       24
                   System.out.println("override sleep");
       25
       26
       27
               public void fly()
       28 -
       29
                   System.out.println("in fly method");
       30
       31
       32 }
       33 - class Animals{
               public static void main(String[] args) {
       34 -
                   Animal a = new Animal();
       35
                   Bird b = new Bird();
       36
       37
                   a.eat();
       38
                   a.sleep();
       39
                   b.eat();
       40
                   b.sleep();
       41
                   b.fly();
       42
       43 }
```

2. Write a java program - using for loop/condition to print the helloworld program, if it is a input is less than 10 then print hello world for many times

PROGRAM:

```
public class HelloWorld {
    public static void main(String[] args) {
        for (int i = 0; i < 10; i++) {
             System.out.println("Hello World");
        }
    }
}</pre>
```

OUTPUT:

