```
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 Example of abstraction:
 intenface Animal {
   void makesound();
class Dog implements Animal f
  public void make Sound () {
                                woof woof!")
  System. out. println ("Dog banks:
system. out. println ("Dog eats bones.");
class cat implements Animal &
   public void make Sound (){
  system.out. printin ("cat meows: meow meow");
public void eat () {
systemout-printh ("cat eats fish");
```

```
public class abstraction {

public static void main(string args[]) {

Animal dog = new Dog();

Animal cat z new cat();

dog. makeSound();

cat. makeSound();

cat. eat();

}
```