**package** abstraction;

**abstract** **class** Animal {

**public** **abstract** **void** animalSound();

**public** **void** sleep() {

System.***out***.println("Zzz");

}

}

**class** Dog **extends** Animal {

**public** **void** animalSound() {

System.***out***.println("The dog says: bow bow");

}

}

**class** Main {

**public** **static** **void** main(String[] args) {

Dog myDog = **new** Dog(); // Create a Pig object

myDog.animalSound();

myDog.sleep();

}

}