

Aim:

Write a program on method overriding

Source Code:

Bike.java

```
class Vehicle {
    void run() {
        System.out.println("Bike is running safely");
    }
}
class Bike extends Vehicle {
    public static void main(String args[]) {
        Bike obj=new Bike();
        obj.run();
    }
}
```

Execution Results - All test cases have succeeded!

Test Case - 1
User Output
Bike is running safely