

Question 02:

```
abstract class PC {  
    public abstract void moveUp();  
    public abstract void moveDown();  
    public abstract void moveLeft();  
    public abstract void moveRight();  
}  
  
class RGP extends PlayerController {  
  
    public void moveUp() {  
        System.out.println("Player moves Up");  
    }  
  
    public void moveDown() {  
        System.out.println("Player moves Down");  
    }  
  
    public void moveLeft() {  
        System.out.println("Player moves Left");  
    }  
  
    public void moveRight() {  
        System.out.println("Player moves Right");  
    }  
}
```

```
public class Main {  
    public static void main(String[] args) {  
        RGP p1 = new RGP();  
        p1.moveUp();  
        p1.moveRight();  
        p1.moveDown();  
        p1.moveLeft();  
    }  
}
```

OutPut:

Player moves Up

Player moves Right

Player moves Down

Player moves Left