# 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