3.Write a java program code for method overloading and overriding. take the example classes which your needed to implement it.

class Animal {

public void makeSound() {

System.out.println("Some generic sound");

}

public void makeSound(String sound) {

System.out.println(sound);

}

}

class Dog extends Animal {

@Override

public void makeSound() {

System.out.println("Woof woof");

}

public void makeSound(int times) {

for (int i = 0; i < times; i++) {

System.out.println("Woof");

}

}

}

public class Main {

public static void main(String[] args) {

Animal animal = new Animal();

Dog dog = new Dog();

animal.makeSound();

animal.makeSound("Meow");

dog.makeSound();

dog.makeSound(3);

}

}