

overriding

```
class Dog {  
    public void bark () {  
        System.out.println ("woof");  
    }  
}  
  
class Hound extends Dog {  
    public void sniff () {  
        System.out.println ("sniff");  
    }  
  
    public void bark () {  
        System.out.println ("bowl");  
    }  
}
```

overloading

```
class Dog {  
    public void bark () {  
        System.out.println ("woof");  
    }  
  
    public void bark (int num) {  
        for (int i = 0; i < num; i++) {  
            System.out.println ("woof");  
        }  
    }  
}
```