


3) CREATING A CLASS NAME DOG AND FIND THE DOG IS BARKING.

PROGRAM:

```
interface Animal
{
    void bark();
}
class Dog implements Animal {
    @Override
    public void bark() {
        System.out.println("Dog is barking");
    }
}
public class AnimalExample {
    public static void main(String[] args) {
        Animal dog = new Dog();
        dog.bark();
    }
}
```

OUTPUT:



```
Dog is barking
```