**13. Create a class Animal with methods like eat () and sleep (). Create a subclass Dog that inherits from Animal and adds a method bark ().**

class Animal { void eat() {

System.out.println("The animal is eating");

}

void sleep() {

System.out.println("The animal is sleeping");

}

}

class Dog extends Animal { void bark() {

System.out.println("The dog is barking");

}

}

public class AnimalTest {

public static void main(String[] args)

{

Dog dog = new Dog();

dog.eat();

dog.sleep();

dog.bark();

}

}