

Using Classes with Inheritance:

```
class Animal:  
    def sound(self):  
        print("Animal sound")
```

```
class Dog(Animal):  
    def sound(self):  
        print("Bark")
```

```
d = Dog()  
d.sound() # Output: Bark
```

OUTPUT:



```
Bark
```

```
=== Code Execution Successful ===
```