**package** simple;

**class** Animal {

**void** sound() {

System.***out***.println("Animal makes a sound");

}

}

**class** Dog **extends** Animal {

@Override

**void** sound() {

System.***out***.println("Dog barks");

}

}

**public** **class** OverridingExample {

**public** **static** **void** main(String[] args) {

Animal a = **new** Animal();

a.sound();

Dog d = **new** Dog();

d.sound();

Animal obj = **new** Dog();

obj.sound();

}

}

Output:

Animal makes a sound

Dog barks

Dog barks