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// Interface

```
interface Enemy {  
    void attack();  
}
```

// Abstract class

```
abstract class Monster {  
    abstract void roar();  
}
```

// Outer class

```
class Game {  
    // Inner class  
    class Goblin implements Enemy {  
        @Override  
        public void attack() {  
            System.out.println("Goblin attacks with a club.");  
        }  
    }  
}
```

// Inner class

```
class Dragon extends Monster {  
    @Override  
    void roar() {  
        System.out.println("Dragon lets out a mighty roar.");  
    }  
}
```

```
}  
}
```

```
// Main class
```

```
public class Main {
```

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

```
        Game game = new Game();
```

```
        // Menggunakan inner class
```

```
        Game.Goblin goblin = game.new Goblin();
```

```
        goblin.attack();
```

```
        // Menggunakan abstract class
```

```
        Game.Dragon dragon = game.new Dragon();
```

```
        dragon.roar();
```

```
    }  
}
```