```
class Animal
{
    String eats, is Veg;
    int noOfLeg;
    void noOfLeg(int a)
    {
         this.noOfLeg=a;
          System.out.println(a);
    }
    void eats(String n)
    {//setter
         this.eats=n;
        System.out.println(n);
    }
    void isVeg(String v)
    {
         this.isVeg=v;
          System.out.println(v);
    }
}
class Cat extends Animal
```

```
void skin_colour()
          {
               System.out.println("White!");
               super.isVeg("No");
               super.noOfLeg(4);
               super.eats("Biscuit");
          }
}
class Main
{
     public static void main (String args [])
     {
          Cat c =new Cat();
          c.skin_colour();
```

{

}

}