Practical – 10

Object: WAP to design a class using abstract methods and classes.

Program:

AbstractDemo.java

```
abstract class Abstract
{
      abstract void display();
}
class AbstractDemo extends Abstract
{
      void display()
      {
            System.out.println("This is implementation of Abstract method");
      }
      public static void main(String []args)
      {
            Main ob=new Main();
            ob.display();
      }
}
```