abstract class Shape{

abstract void draw();

}

//In real scenario, implementation is provided by others i.e. unknown by end user

class Rectangle extends Shape{

void draw(){System.out.println("drawing rectangle");}

}

class Circle1 extends Shape{

void draw(){System.out.println("drawing circle");}

}

//In real scenario, method is called by programmer or user

class TestAbstraction1{

public static void main(String args[]){

Shape s=new Circle1();//In a real scenario, object is provided through method, e.g., getShape() method

s.draw();

}

}