CREATING A CLASS NAME DOG AND FIND THE DOG IS BARKING.

PROGRAM:

interface Animal

{

void bark();

}

class Dog implements Animal {

@Override

public void bark() {

System.out.println("Dog is barking");

}

}

public class AnimalExample {

public static void main(String[] args) {

Animal dog = new Dog();

dog.bark();

}

}

OUTPUT:

