using System;

using System.Collections.Generic;

using System.Text;

namespace ConsoleApp4

{

public class Animal

{

public Animal()

{

Console.WriteLine("Animal constructor");

}

public void Great()

{

Console.WriteLine("Animal says Hello");

}

public void Talk()

{

Console.WriteLine("Animal talk");

}

public virtual void sing()

{

Console.WriteLine("Animal song");

}

}

}