```
Oefening 24.1
public abstract class Dier
        public int Gewicht { get; set; }
        protected Dier()
            Gewicht = 0;
        public abstract string Zegt();
        public override string ToString()
            return $"{Gewicht}, {Zegt()}!";
}
public class Koe : Dier
        public override string Zegt()
            return "Boe";
        public override string ToString()
            return "Koe: " + base.ToString();
}
public class Slang : Dier
        public override string Zegt()
            return "Sssssssj";
        public override string ToString()
            return "Slang: " + base.ToString();
}
public class Varken : Dier
        public override string Zegt()
            return "Groink";
        public override string ToString()
            return "Varken: " + base.ToString();
        }
}
```

```
<Window x:Class="Oef24_1_Dieren.MainWindow"</pre>
        xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
        xmlns:x="http://schemas.microsoft.com/winfx/2006/xam1"
        Title="Oef 24.1 Dieren" Height="203.6" Width="430">
    <Grid>
        <TextBlock HorizontalAlignment="Left" Margin="40,40,0,0"
                   Text="Info:" VerticalAlignment="Top" FontSize="30"/>
        <TextBlock HorizontalAlignment="Left" Margin="122,40,0,0"
             Text="" VerticalAlignment="Top"
             FontSize="30" Foreground="Blue" Name="infoTextBlock"/>
        <Button Content="Koe" HorizontalAlignment="Left" Margin="40,121,0,0"</pre>
                VerticalAlignment="Top" Width="75"
                Name="koeButton" Click="koeButton_Click"/>
        <Button Content="Slang" HorizontalAlignment="Left" Margin="120,121,0,0"</pre>
             VerticalAlignment="Top" Width="75"
             x:Name="slangButton" Click="slangButton_Click"/>
        <Button Content="Varken" HorizontalAlignment="Left" Margin="200,121,0,0"</pre>
             VerticalAlignment="Top" Width="75"
             x:Name="varkenButton" Click="varkenButton_Click"/>
    </Grid>
</Window>
public partial class MainWindow : Window
        private Dier gekozenDier;
        private Varken huisVarken = new Varken();
        private Koe huisKoe = new Koe();
        private Slang huisSlang = new Slang();
        public MainWindow()
            InitializeComponent();
            infoTextBlock.Text = "";
            huisKoe.Gewicht = 500;
            huisVarken.Gewicht = 200;
            huisSlang.Gewicht = 5;
        }
        private void koeButton Click(object sender, RoutedEventArgs e)
            gekozenDier = huisKoe;
            ToonDierInfo();
        private void slangButton Click(object sender, RoutedEventArgs e)
            gekozenDier = huisSlang;
            ToonDierInfo();
        private void varkenButton_Click(object sender, RoutedEventArgs e)
            gekozenDier = huisVarken;
            ToonDierInfo();
        }
        private void ToonDierInfo()
            infoTextBlock.Text = gekozenDier.ToString();
        }
}
```