

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 "Ssssssj";
    }

    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"
        xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
        xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
        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"
            VerticalAlignment="Top" Width="75"
            Name="koeButton" Click="koeButton_Click"/>
        <Button Content="Slang" HorizontalAlignment="Left" Margin="120,121,0,0"
            VerticalAlignment="Top" Width="75"
            x:Name="slangButton" Click="slangButton_Click"/>
        <Button Content="Varken" HorizontalAlignment="Left" Margin="200,121,0,0"
            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();
    }
}

```