

Test 06 — Inheritance

C# Programming

This is a timed test. You have one hour to complete the test. When you finish the test, email me your `Program.cs` file as a text document, and let me know that you have finished. I will ask you to run your program so that I can see that it compiles and runs.

Create a `Firearm` base class with one method, a void method that prints a message to console. Then create three derived classes, a `Shotgun` class, a `Rifle` class, and a `Pistol` class. In your main program, instantiate four objects, one of each class, a `Firearm` instance, a `Shotgun` instance, a `Rifle` instance, and a `Pistol` instance. *Put your Program class and your other classes in the same file.* In other words, use this template:

```
namespace Test06
{
    class Program
    {
        static void Main(string[] args)
        {
            \\your code here
        }
    }

    class Firearm
    {
        \\your code here
    }

    class Shotgun : Firearm
    {
        \\your code here
    }

    class Rifle : Firearm
    {
        \\your code here
    }

    class Pistol : Firearm
    {
        \\your code here
    }
}
```

Here is the expected output.

```
This is Test 06
I am a firearm and I  shoot things.
I am a shotgun and I  go Boom.
I am a rifle and I   go Bang.
I am a pistol and I  go Pop.
Press any key to continue . . .
```