**NOTE**: You need a public StartUp class with the namespace Animals.

Create a class Animal, which holds two fields:

* name: string
* favouriteFood: string

An animal has one virtual method ExplainSelf()**: string.**You should add two new classes - **Cat** and **Dog. Override** the ExplainSelf() method by adding concrete animal sound on a new line. (Look at examples below)

You should be able to use the class like this:

|  |
| --- |
| StartUp.cs |
| Animal cat = new Cat("Peter", "Whiskas");  Animal dog = new Dog("George", "Meat");  Console.WriteLine(cat.ExplainSelf());  Console.WriteLine(dog.ExplainSelf()); |

### Examples

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| --- |
| **Output** |
| I am Peter and my fovourite food is Whiskas  MEEOW  I am George and my fovourite food is Meat  DJAAF |