GameInheritance

**Grade settings**: Maximum grade: 100  
**Disable external file upload, paste and drop external content**: Yes  
**Run**: Yes **Evaluate**: Yes  
**Automatic grade**: Yes

Reena  has to teach  a lesson  on various sports and games that are played around the world , to her grade 4 students..

To make the class interactive, she  decided to call each student and ask them  the name of a game  they knew ,number of players needed to play the game and about games that are played with  a time limit.

Help her by writing a C# Program that prompts the user for the said details and display them on the console.

Create the classes , along with the specified members  as mentioned below.

**1. class  Game** //  parent class  that describes the games properties

Include **Auto-implemented properties** for the game's name and maximum number of players.

|  |  |
| --- | --- |
| Property Name | Description |
| public string Name | property to store the name of the game. |
| public int MaxNumPlayers | Maximum number of players   included for the game |

|  |  |
| --- | --- |
| Method Name | Description |
| ToString() | Should overrides the Object class's ToString() method and returns a string that contains the nameof the Game, and the number of players as  given in the sample output. |

**2. class  GameWithTimeLimit** // child class that should inherit class Game

Generate an auto-implemented integer property for  Minutes to store the game's time limit in minutes.

|  |  |
| --- | --- |
| Property Name | Description |
| Public int TimeLimit | store the game's time limit in minutes. |

|  |  |
| --- | --- |
| Method Name | Description |
| ToString() | Should overrides the Object class's ToString() method and returns a string .  Should call the base parent class ToString and print the name and number of players . In addition this method should print the time limit for the game.  (Refer the sample output.) |

**3. class Program**

Create a class named Program  with Main method to  instantiate  objects for the above mentioned  classes and Display the output as given in the sample.

**Note:**

Do not  create any new namespace.

Create classes with public access specifier.

The Main method should be defined in public class Program.

**Sample Input:**

Enter a game

Cricket

Enter the maximum number of players

11

Enter a game that has time limit

Football

Enter the maximum number of players

11

Enter the time limit in minutes

90

**Sample Output:**

Maximum number of players for Cricket is 11

Maximum number of players for Football is 11

Time Limit for Football is 90 minutes