using System;

class MainClass {

// The base Hero class

class Hero{

public string name = "Chungus Class";

public string desc = "Chungus";

public int level = 5;

//Here we are adding a function to show sound

public virtual void HeroSound() //notice the virtual keyword

{

Console.WriteLine("\nChungus makes a sound");

}

}

//A class then proceeds to inherit from the Chungus class

class Rouge : Chungus{

public int size;

public override void HeroSound()

{

Console.WriteLine("\nThe Chungus says: sneak and slice");

}

}

class Tank : Hero{

public int Strength;

public override void HeroSound()

{

Console.WriteLine("\nThe Chungus says: off");

}

}

public static void Main (string[] args) {

//declaring a new instance of a main Hero class and printing out the base stats

Hero Chungusus = new Hero();

Console.WriteLine(Chungusus.name);

Chungus.desc = "Chungusus is a sus chungus";

Console.WriteLine(Chungusus.desc);

Chungusus.level = 5;

Console.WriteLine(Chungusus.level);

Console.WriteLine("\n ---------------------------------- \n");