CODIGO

```csharp
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace Prac4
{
    public interface Pet
    {
        void setName(string n);
        string getName();
        void play();
    }
}


using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace Prac4
{
    public abstract class Animal
    {
        protected int legs;

        protected Animal(int legs)
        {
            this.legs = legs;
        }

        public void walk()
        {
            Console.WriteLine(this.legs);
        }

        public abstract void eat();
    }
}


using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace Prac4
{
    public class Spider : Animal
    {
        public Spider() :  base(8)
        {
```

```csharp
        }

        public override void eat()
        {
            Console.WriteLine("La arañas comen insectos :)");
        }
    }
}


using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace Prac4
{
    public class Cat : Animal, Pet
    {
        private string name;

        public Cat(string n) : base(4)
        {
            this.name = n;
        }

        public void setName(string n)
        {
            this.name = n;
        }

        public string getName()
        {
            return this.name;
        }

        public void play()
        {
            Console.WriteLine("El gato juega con el estambre");
        }

        public override void eat()
        {
            Console.WriteLine("Los gatos comen");
        }
    }
}


using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace Prac4
{
    public class Fish : Animal, Pet
```

```csharp
    {
        private string name;

        public Fish() : base(0)
        {


        }

        public void setName(string name)
        {
            this.name = name;
        }

        public string getName()
        {
            return this.name;
        }

        public void play()
        {
            Console.WriteLine("El pez juega :) ");
        }

        public void walk()
        {
            base.walk();
        }

        public override void eat()
        {
            Console.WriteLine("Los peces comen comida");
        }
    }
}


namespace Prac4
{
    class Program
    {
        static void Main (String [] args)
        {
            Spider witzy = new Spider();

            Console.WriteLine("Escriba un nombre para el gato: ");
            String nameGato = Console.ReadLine();
            Cat garfield = new Cat(nameGato);

            Fish nemo = new Fish();
            Console.WriteLine("Escriba un nombre para el pez: ");
            String namePez = Console.ReadLine ();
            nemo.setName(namePez);

            Console.WriteLine("\nAraña:");
            Console.WriteLine("¿Cuantas patas tiene la araña? ");
            witzy.walk();
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            witzy.eat();

            Console.WriteLine("\nGato:");
            Console.WriteLine("Nombre del gato: " + garfield.getName());
            Console.WriteLine("¿Cuantas patas tiene el gato? ");
            garfield.walk();
            garfield.play();
            garfield.eat();

            Console.WriteLine("\nPez:");
            Console.WriteLine("Nombre del pez: " + nemo.getName());
            Console.WriteLine("¿Cuantas patas tiene el pez? ");
            nemo.walk();
            nemo.play();
            nemo.eat();
        }
    }
}
```

DIAGRAMA DE CLASE