*CODIGO*

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)

{

}

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

{

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();

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*

