using System;

using System.Collections.Generic;

using System.IO;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp1

{

//Virtual Methods

abstract class Unit

{

public string Name { get; set; }

public int Defence { get; set; }

public int Attack { get; set; }

public int Health { get; set; }

public Unit()

{

}

protected Unit(string name, int defence, int attack, int health)

{

Name = name;

Defence = defence;

Attack = attack;

Health = health;

}

public virtual void LetsAttack()

{

Console.WriteLine("Lets Attack");

}

public virtual void LetsDie()

{

Console.WriteLine("Lets Die");

}

public virtual void LetsRetreat()

{

Console.WriteLine("Retreate");

}

}

class Warrior : Unit

{

public int Level { get; set; }

public Warrior(string name, int defence, int attack, int health, int level)

: base(name, defence, attack, health)

{

Level = level;

}

public override void LetsAttack()

{

Console.WriteLine("Raise swords , and attack . . .");

}

public override void LetsDie()

{

Console.WriteLine("Ohhh no , i must . . . ");

}

public override void LetsRetreat()

{

Console.WriteLine("We could not fight , because they are a lot of warriors");

}

}

class Commander : Warrior

{

public Commander(string name, int defence, int attack, int health, int level)

: base(name, defence, attack, health, level)

{

}

}

class Archer : Unit

{

public int ShootRange { get; set; } = 100;

public Archer(string name, int defence, int attack, int health, int shootRange)

: base(name, defence, attack, health)

{

ShootRange = shootRange;

}

public override void LetsAttack()

{

Console.WriteLine("Throw Arrows , quickly");

}

public override void LetsDie()

{

base.LetsDie();

}

public override void LetsRetreat()

{

Console.WriteLine("Go go go , i will cover");

}

}

public class Program

{

static void Main(string[] args)

{

string desktopPath =

Environment.GetFolderPath(Environment.SpecialFolder.Desktop);

// File.Move

// Directory.Move()

var files = Directory.GetFiles(desktopPath);

foreach (var file in files)

{

var fileinfo=new FileInfo(file);

Console.WriteLine($"{file} {fileinfo.Length/1024}kb");

}

//List<Unit> units=new List<Unit>();

//units.Add(new Warrior("Mike", 80, 75, 200, 3));

//units.Add(new Commander("John", 100, 98, 250, 5));

//units.Add(new Archer("Jessica",110,132,150,35));

//foreach (var unit in units)

//{

// unit.LetsAttack();

// unit.LetsDie();

// unit.LetsRetreat();

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

//}

}

}

}