using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp7

{

interface IVehicle

{

void deliver();

}

class Truck : IVehicle

{

public void deliver()

{

Console.WriteLine("I deliver all goods by road");

}

}

class Ship : IVehicle

{

public void deliver()

{

Console.WriteLine("I deliver all goods by sea");

}

}

class Airplane : IVehicle

{

public void deliver()

{

Console.WriteLine("I deliver all goods by air");

}

}

abstract class Logistic

{

public abstract IVehicle CreateTransport();

}

class RoadLogistic : Logistic

{

public override IVehicle CreateTransport()

{

return new Truck();

}

}

class SeaLogistic : Logistic

{

public override IVehicle CreateTransport()

{

return new Ship();

}

}

class AirLogistic : Logistic

{

public override IVehicle CreateTransport()

{

return new Airplane();

}

}

public class Program

{

static void Main(string[] args)

{

Logistic logistic;

Console.WriteLine("By Road Select 1");

Console.WriteLine("By Air Select 2");

Console.WriteLine("By Sea Select 3");

int select=int.Parse(Console.ReadLine());

if (select == 1)

{

logistic = new RoadLogistic();

}

else if (select == 2)

{

logistic=new AirLogistic();

}

else{

logistic = new SeaLogistic();

}

IVehicle vehicle=logistic.CreateTransport();

vehicle.deliver();

}

}

}