using System.Collections.Generic;

using System.Text;

using static System.Console;

namespace FlyWeightPattern

{

#region Bridge Problem

//abstract class Shape

//{

//}

//class RedSquare : Shape

//{

//}

//class RedCircle : Shape

//{

//}

//class GreenSquare : Shape

//{

//}

//class GreenCircle : Shape

//{

//}

#endregion

#region MyRegion

abstract class Shape

{

public Color Color { get; set; }

}

class Color

{

public string ColorCode { get; set; }

}

class Square : Shape

{

}

class Circle : Shape

{

}

#endregion

public class Demo

{

static void Main(string[] args)

{

Square square = new Square

{

Color = new Color

{

ColorCode = "ff0000"

}

};

}

}

}