

```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5
6  namespace ConsoleApplication19
7  {
8      abstract class BaseGame
9      {
10         protected int totalScore;
11         protected int totalCoins;
12         protected string userName;
13
14         public BaseGame() {
15             totalCoins = 100;
16             totalScore = 0;
17             userName = "geust";
18         }
19
20         public BaseGame(int score, int coin, string uname) {
21             totalScore = score;
22             totalCoins = coin;
23             if (uname != "")
24                 userName = uname;
25             else
26                 userName = "geust";
27         }
28
29         public virtual void PrintInfo() {
30             Console.WriteLine("\nUser Information:");
31             Console.WriteLine("User Name: " + userName + "\tScore: " + totalScore +
32                 "\tCoins: " + totalCoins);
33         }
34
35         public abstract void PrintHelp();
36
37         public abstract void SaveFile(string path);
38
39         public abstract void ReadFile(string path);
40     }
41 }
42
```