Start a new Visual Studio console project, call it Vehicles

[1] Add a new class called **Vehicle** (you can add it in the same file as class Program, just don’t put it INSIDE of class Program

>> Edit the **Vehicle** class and add a string property called **Color** and an int property called **Weight**

>> Add a virtual **Print** method, which takes *no* parameter, and writes out “Hi from the parent print”.

[2] Now add another new class, called **Car**, it should inherit from the **Vehicle** class.

>> Give it an int Property called Mileage. (How many miles per gallon of gas it gets.)

>> Give it a Print method, which overrides the parent’s Print method. This Print method should print out a message that says:

“The color of this car is ***color***, it weighs ***x,* and it gets *z* miles per gallon**”

Where the value of ***color*** comes from its **Color** prop, the value of ***x*** comes from its ***Weight*** *prop*, and the z value comes from the Mileage property.

>> provide a 3 argument constructor so the user can create an object and set all 3 properties with the one call to the constructor.

**[3]** Now add another new class, called **Truck**, it should inherit from the **Vehicle** class.

>> Give it an int Property called GVW. (Stands for gross vehicle weight)

>> Give it a Print method, which overrides the parent’s Print method. This Print method should print out a message that says:

“The color of this truck is ***color***, it weighs ***x,* and it can carry z pounds.**”

Where the value of ***color*** comes from its Color prop, the value of ***x*** comes from its ***Weight prop***, and the z value comes from the GVW property.

>> provide a 3 argument constructor so the user can create an object and set all 3 properties with the one call to the constructor.

[4] Now add another new class, called **Motorcycle**, it should inherit from the **Vehicle** class.

>> Give it an int Property called **Displacement**. (This is a measure of engine size, typically between 100 and 1500.)

>> Give it a Print method, which overrides the parent’s Print method. This Print method should print out a message that says:

“The color of this motorcycle is ***color***, it weighs ***x,* and its engine is z cc.**”

Where the value of ***color*** comes from its Color prop, the value of ***x*** comes from its ***Weight prop***, and the z value comes from the Displacement property.

>> provide a 3 argument constructor so the user can create an object and set all 3 properties with the one call to the constructor.

[4] Now in the Main method of your program.cs, instantiate 6 objects (2 objects of type **Car,** 2 objects of type **Truck, and 2 objects of type Motorcycle**).

[5] Create a new **List**<t> of type **Vehicle**, and add your 6 objects to the List.

[6] Using a **foreach** loop, call the **Print** method for each of the objects in the List.