Start a project and

[1] add a parent class, **Document** *(Mark all your classes as public!)*

Add a string property for **Title**

Add a string property for **Author**

Add an int property for **PageCount**

Add a method **Display** that takes in no argument and returns nothing, but that is overridable.

Have it just write out “Display from Document”

[2] add a **child** class, **Book**

Add a constructor to set the 3 properties inherited from the parent

Add a method **Display** that overrides the parent, and that writes out the three properties in a meaning full way, such as:

The Book Moby Dick by Herman Melville has 433 pages.

[3] add a **child** class, **ShortStory**

Add a constructor to set the 3 properties inherited from the parent

Add a method **Display** that overrides the parent, and that writes out the three properties in a meaning full way, such as:

The Short Story The Legend of Sleepy Hollow by Washington Irving has 53 pages.

[4] add another class (**not a child**), **YouTubeVid**

Add a string property for **Title**

Add a string property for **Author**

Add a string property for **Category**

Add a constructor to set the 3 properties

Add a method **Display** that writes out the three properties in a meaning full way, such as:

The video NBA Highlights by NBA is in the Sports category.

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In your Main method, using the constructors, instantiate 2 Book objects, 2 ShortStory objects, and 2 YouTubeVid objects. Don’t fuss over the names and data, just make stuff up, use my examples if you like.

Make sure that all works.

Now back with your class definitions, add an interface called **IDisplay**

It should define a required method called Display that takes in no parameters and returns nothing.

Add that IDisplay interface to be inherited to both the **Document** parent class, and the **YouTubeVid** class.

Since those classes already support such a method, no change is required to those classes.

Back in the Program.cs file, add a using statement above the namespace tag

create a **List** of type IDisplay, and add the 6 objects to it.

Now add a foreach loop that calls the Display method on each item in the List.

Here is the output from my version:

