

1. Write a program with a mother class and an inherited daughter class. Both of them should have a method void display ()that prints a message (different for mother and daughter). In the main define a daughter and call the display() method on it.
2. Write a program with a mother class animal. Inside it define a name and an age variables, and set_value() function. Then create two bases variables Zebra and Dolphin which write a message telling the age, the name and giving some extra information (e.g. place of origin).
3. Define a class Student, modeling your life as a student at VGU. The more details the better.
4. Create the class Person that you just created.
 - Create a class "Student" and another class "Teacher", both descendants of "Person".
 - The class "Student" will have a public method "GoToClasses", which will write on screen "I'm going to class."
 - The class "Teacher" will have a public method "Explain", which will show on screen "Explanation begins". Also, it will have a private attribute "subject", a string.
 - The class Person must have a method "SetAge (int n)" which will indicate the value of their age (eg, 20 years old).
 - The student will have a public method "ShowAge" which will write on the screen "My age is: 20 years old" (or the corresponding number).
 - You must create another test class called "StudentAndTeacherTest" that will contain "Main" and:
 - o Create a Person and make it say hello
 - o Create a student, set his age to 21, tell him to Greet and display his age

- Create a teacher, 30 years old, ask him to say hello and then explain.