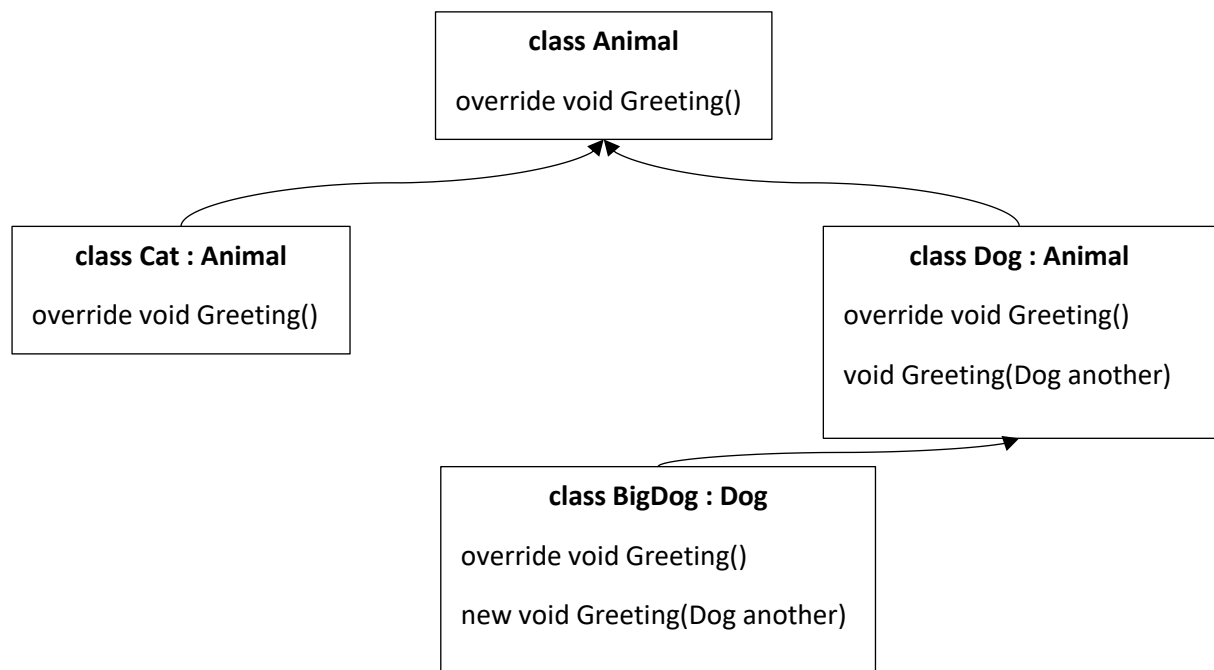


```

abstract public class Animal
{
    abstract public void Greeting();
}
public class Cat : Animal
{
    override public void Greeting()
    {
        Console.WriteLine("Cat: Meow!");
    }
}
public class Dog : Animal
{
    override public void Greeting()
    {
        Console.WriteLine("Dog: Woof!");
    }
    public void Greeting(Dog another)
    {
        Console.WriteLine("Dog: Wooooooooooof!");
    }
}
public class BigDog : Dog
{
    override public void Greeting()
    {
        Console.WriteLine("BigDog: Woow!");
    }
    new public void Greeting(Dog another)
    {
        Console.WriteLine("Woooooowwww!");
    }
}

```



Arguments	Console output
Cat1.Greeeting();	Cat: Meow!
Dog1.Greeting();	Dog: Wolf!
BigDog1.Greeting();	BigDog: Woow!
Animal1.Greeting();	Cat: Meow!
Animal2.Greeting();	Dog: Wolf!
Animal3.Greeting();	BigDog: Woow!
Dog2.Greeting(Dog3);	Dog: Wooooooooooooof!
Dog3.Greeting(Dog2);	Wooooooooowwww!
Dog2.Greeting(BigDog2);	Dog: Wooooooooooooof!
BigDog2.Greeting(Dog2);	Wooooooooowwww!
BigD0g2.Greeting(BigDog1);	Wooooooooowwww!