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: Woooooooooof!");

}

}

public class BigDog : Dog

{

override public void Greeting()

{

Console.WriteLine("BigDog: Woow!");

}

new public void Greeting(Dog another)

{

Console.WriteLine("Woooooowwwww!");

}

}

**class Animal**

override void Greeting()

**class Dog : Animal**

override void Greeting()

void Greeting(Dog another)

**class BigDog : Dog**

override void Greeting()

new void Greeting(Dog another)

**class Cat : Animal**

override void Greeting()

|  |  |
| --- | --- |
| 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: Woooooooooof! |
| Dog3.Greeting(Dog2); | Woooooowwwww! |
| Dog2.Greeting(BigDog2); | Dog: Woooooooooof! |
| BigDog2.Greeting(Dog2); | Woooooowwwww! |
| BigDOg2.Greeting(BigDog1); | Woooooowwwww! |
| Cat cat2 = (Cat)Animal2; | InvalidCastException |