**using** System;  
**using** System.Collections.Generic;  
**using** System.Text;   
  
**namespace** ConsoleApplication63  
{  
    interface Icolor   
    {  
        void **coloring**();//Interface cannot have method body   
        void **info**();//just have signature(s) of method  
    }  
    class red : Icolor   
    {  
        **public** void **info**()   
        {  
            Console.**WriteLine**(" i m the red class... ");   
        }   
        **public** void **coloring**()   
        {

              Console.ForegroundColor = **ConsoleColor**.*White*;//ForegroundColor property in the console class  
            Console.BackgroundColor = **ConsoleColor**.*Red*;   
        }  
    }  
    class blue : Icolor   
    {  
        **public** void **info**()  
        {  
            Console.**WriteLine**(" i m the blue class... ");  
        }  
        **public** void **coloring**()   
        {   
            Console.ForegroundColor = **ConsoleColor**.*White*;//ForegroundColor property in the console class   
            Console.BackgroundColor = **ConsoleColor**.*Blue*;   
        }  
  
        }  
    class green : Icolor   
    {   
        **public** void **info**()  
        {  
            Console.**WriteLine**(" i m the green class... ");  
        }  
        **public** void **coloring**()  
        {  
            Console.ForegroundColor =   
**ConsoleColor**.*White*;//ForegroundColor property in the console class   
            Console.BackgroundColor = **ConsoleColor**.*Green*;  
        }  
    }  
    class Program  
    {  
        static void **Main**(string[] args)  
        {  
            Icolor clr = **new** red();//we created an instance for interface "Icolor" using red class;   
            clr.**coloring**();   
            clr.**info**();  
            Icolor clb = **new** blue();  
            clb.**coloring**();  
            clb.**info**();  
            Icolor clg = **new** green();  
            clg.**coloring**();  
            clg.**info**();  
            Console.**Read**();  
        }  
   
    }  
}