|  |
| --- |
| using System; |
|  | using System.Collections.Generic; |
|  | using System.Linq; |
|  | using System.Text; |
|  | using System.Threading.Tasks; |
|  |  |
|  | namespace Week3GradedExercise |
|  | { |
|  | class Animals |
|  | { |
|  | public string name; |
|  | public Animals(string n) |
|  | { |
|  | this.name = n; |
|  | } |
|  | public void Speak() |
|  | { |
|  | Console.WriteLine($"Hello. My name is {this.name} and I'm a {GetType().Name}. I say \"{Sound()}\"."); |
|  | PlaySound(); |
|  | } |
|  | public void Speak(string cust) |
|  | { |
|  | Console.WriteLine($"Hello. My name is {this.name} and I'm a {GetType().Name}. I say \"{cust}\"."); |
|  | } |
|  | public void Eat(Food food) |
|  | { |
|  | if (food.available > 0) |
|  | { |
|  | --food.available; |
|  | Console.WriteLine($"{this.name} the {GetType().Name} ate, and now there is {food.available} lbs of {food.name} available to eat."); |
|  | } |
|  | else Console.WriteLine($"There was no {food.name} for {this.name} the {GetType().Name} to eat."); |
|  | } |
|  | public virtual string Sound() |
|  | { |
|  | return "something went wrong"; //Override me please. |
|  | } |
|  | public virtual void PlaySound() |
|  | { |
|  | //Override me please. |
|  | } |
|  | } |
|  | } |