```csharp
1  //using is a directive
2  //System is a namespace, namespace groups related features together
3  //System is needed so we can use Console, classes
4  using static System.Console;
5  class Shape
6  {
7      //imagine you have to draw a square, or a circle, or a triangle
8      //you need canvas, you need a brush and some ink
9      //this is so for each shape you draw, so place this inside here
10     //so that it can be reused
11     public virtual void Draw()
12     {
13         WriteLine("Canvas, brush and ink are now ready.");
14     }
15 }
16 class Square:Shape //square is a shape, so inherit from Shape
17 {
18     public override void Draw()
19     {
20         base.Draw();//first get the canvas, brushes and ink ready
21         WriteLine("Drawing lines specific to a square.");//now draw the square
22     }
23 }
24 class Circle:Shape //circle is a shape, so inherit from Shape
25 {
26     public override void Draw()
27     {
28         base.Draw();//first get the canvas, brushes and ink ready
29         WriteLine("Drawing the circumference of the circle.");//now draw the circle
30     }
31 }
32 class Triangle:Shape //triangle is a shape, so inherit from Shape
33 {
34     public override void Draw()
35     {
36         base.Draw();//first get the canvas, brushes and ink ready
37         WriteLine("Drawing lines specific to a triangle.");//now draw the triangle
38     }
39 }
40 //outermost level of grouping
41 class Program
42 {
43     //Main is a method
44     //this is the entry point into program
45     static void Main()
46     {
47         Circle circ = new Circle();
48         circ.Draw();
49         Square sqr = new Square();
50         sqr.Draw();
51         Triangle tr = new Triangle();
52         tr.Draw();
53     }
54 }
55
56
```