Dog.cs

namespace ConsoleApp1

{

internal class Dog

{

public override void DisplayAnimalInfo()

{

base.DisplayAnimalInfo();

Console.WriteLine("I have four legs.");

}

}

}

Animal.cs

namespace ConsoleApp1

{

internal class Animal

{

public virtual void DisplayAnimalInfo()

{

Console.WriteLine("I am an animal.");

}

}

}

Program.cs

namespace ConsoleApp1

{

internal class Program

{

static void Main(string[] args)

{

Animal animal = new Animal();

Dog dog = new Dog();

animal.DisplayAnimalInfo(); // This will print "I am an animal."

dog.DisplayAnimalInfo(); // This will print "I am an animal. I have four legs."

}

}

}