Assignment 3

C# Language

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1. Create a console app to demonstrate inheritance.

using System;

namespace MultipleLevelInheritance

{

public class Vehicle

{

string name;

public void getVehicle()

{

Console.WriteLine("A Vehicle helps us commute.");

Console.WriteLine("Enter the Vehicle name (Eg., Car, Bike, Scooty): ");

name = Console.ReadLine();

}

public void displayVehicle()

{

Console.WriteLine($"The vehicle entered is: {name}");

}

}

public class Car : Vehicle

{

String typename;

public void getCar()

{

Console.WriteLine("A car is a four wheeler");

Console.WriteLine("Enter the car type (Eg., Sedan, Hatchback, SUV): ");

typename = Console.ReadLine();

}

public void displayCar()

{

Console.WriteLine($"The car type is: {typename}");

}

}

public class Bike : Vehicle

{

String typename;

public void getBike()

{

Console.WriteLine("A bike is a two wheeler");

Console.WriteLine("Enter the Bike type (Eg., Roadster, Chopper, Sportsbike): ");

typename = Console.ReadLine();

}

public void displayBike()

{

Console.WriteLine($"The bike type is: {typename}");

}

}

public class HatchBack : Car

{

string carname;

public void getHatchBack()

{

Console.WriteLine("A hatchback is good for a small family with low budget");

Console.WriteLine("Enter the car name: ");

carname = Console.ReadLine();

}

public void displayHatchBack()

{

Console.WriteLine($"The car name is: {carname}");

}

}

public class Program

{

public static void Main(string[] args)

{

HatchBack hatchback = new HatchBack();

hatchback.getVehicle();

hatchback.getCar();

hatchback.getHatchBack();

Console.WriteLine("\n\n\n");

hatchback.displayVehicle();

hatchback.displayCar();

hatchback.displayHatchBack();

}

}

}