namespace WOOP

{

internal class Program

{

static void Main(string[] args)

{

Triangle triangle = new Triangle(9, 5);

Rectangle rectangle = new Rectangle(9, 5);

Console.WriteLine(triangle.TrangleArea());

Console.WriteLine(rectangle.RecangleArea());

}

}

public abstract class Shape

{

protected decimal height;

protected decimal width;

public decimal Width { get => width; set => width = value; }

public decimal Height { get => height; set => height = value; }

public Shape(decimal height, decimal width)

{

this.height = height;

this.width = width;

}

}

class Triangle : Shape

{

public Triangle(decimal height, decimal width) : base(height, width)

{

}

public decimal TrangleArea() {

return 0.5M\*Width\*Height;

}

}

class Rectangle : Shape

{

public Rectangle(decimal height, decimal width) : base(height, width)

{

}

public decimal RecangleArea()

{

return Width \* Height;

}

}

}