namespace inheritance

{

internal class Program

{

static void Main(string[] args)

{

Console.WriteLine("Hello, World!");

List<Animal> animalList = new List<Animal>();

Dog MyDog = new Dog("billy", 15, "Chi-hua-hua");

animalList.Add(MyDog);

Dog YourDog = new Dog("belly", 50, "Border Collie");

animalList.Add(YourDog);

Dog OurDog = new Dog("bally", 100, "Alaskan Malamute");

animalList.Add(OurDog);

Capybara supreme = new Capybara("supreme", 300);

animalList.Add(supreme);

foreach (Animal animal in animalList)

{

animal.MakeNoise(1);

animal.Play(1);

}

}

}

class Animal

{

protected string name;

protected int size;

private string breed;

public string Name { get => name; set => name = value; }

public int Size { get => size; set => size = value; }

protected string Breed { get => breed; set => breed = value; }

public virtual void Play(int times)

{

Console.WriteLine(name + " the " + breed + " is playing");

}

public virtual void MakeNoise(int nooftimes)

{

Console.WriteLine(name + " is making noise");

}

public Animal(string name, int size, string breed, )

{

Name = name;

Size = size;

Breed = breed;

}

}

class Dog : Animal

{

public Dog(string name, int size, string breed) :

{

this.name = name;

this.size = size;

this.Breed = breed;

Console.WriteLine("constructor called for " + this.name);

}

public override void MakeNoise(int NoOfBArks)

{

this.Size = size;

this.Name = name;

for (int i = 0; i < NoOfBArks; i++)

{

if (size < 20)

{

Console.WriteLine(name + " is yapping");

}

else if (size < 70)

{

Console.WriteLine(name + " is barking");

}

else

{

Console.WriteLine(name + " is woofing");

}

}

}

}

class Capybara : Animal

{

public Capybara(string name, int size)

{

this.name = name;

this.size = size;

}

public override void MakeNoise(int nooftimes)

{

Console.WriteLine("[Verse 1: Miguel]");

Console.WriteLine("What color is the sky? Ay, mi amor, ay, mi amor");

Console.WriteLine("You tell me that it's red, ay, mi amor, ay, mi amor");

Console.WriteLine("Where should I put my shoes? Ay, mi amor, ay, mi amor");

Console.WriteLine("You say, 'Put them on your head!', ay, mi amor, ay, mi amor");

Console.WriteLine("You make me un poco loco, un poquititito loco");

Console.WriteLine("The way you keep me guessing, I'm nodding and I'm yes-ing");

Console.WriteLine("I'll count it as a blessing that I'm only un poco loco");

Console.WriteLine("[Verse 2: Hector, Miguel, Both]");

Console.WriteLine("The loco that you make me, it is just un poco crazy");

Console.WriteLine("The sense that you're not making");

Console.WriteLine("The liberties you're taking");

Console.WriteLine("Leaves my cabeza shaking");

Console.WriteLine("You're just un poco loco");

Console.WriteLine("[Bridge: Ensemble]");

Console.WriteLine("He 's just un poco crazy, leaves my cabeza shaking");

Console.WriteLine("He 's just un poco crazy, leaves my cabeza shaking");

Console.WriteLine("He 's just un poco crazy, leaves my cabeza shaking");

Console.WriteLine("He 's just un poco crazy, leaves my cabeza shaking");

Console.WriteLine("[Outro: Miguel & Hector]");

Console.WriteLine("Un poquititititititititi-titititito loco!");

}

}

}