using System;

namespace ConsoleApp

{

public class Animal

{

public void AnimalMethod()

{

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

}

}

public class Dog : Animal

{

public void DogMethod()

{

Console.Write("I have 4 legs");

}

}

class Program

{

static void Main(string[] args)

{

Animal animal = new Animal();

Dog dog = new Dog();

animal.AnimalMethod();

dog.DogMethod();

Console.WriteLine();

}

}

}