```csharp
using System;

namespace Abstraction
{
    abstract class Dog
    {
        public abstract void Bark();

        public void Play()
        {
            Console.WriteLine("He wants to play with kids.");
        }
    }

    class Pomeranian : Dog
    {
        public override void Bark()
        {
            Console.WriteLine("There is some stranger.");
        }
    }

    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("My pet dog");

            Pomeranian sample = new Pomeranian();
            sample.Play();
            sample.Bark();

            Console.WriteLine("\nSassy");

            Console.ReadKey();
        }
    }
}
```