# Random moving furniture

## Topics: Inheritance, polymorphism, generic, collections,

Implement a simple C# console application. Idea is to have a collection of furniture, which can be moved. Each object should have an appropriate method (public interface) for moving. Note that some objects can have additional methods, for a TV it will be turn on/turn off etc. Create a collection of objects and move them in a random position in a foreach.

Additional notes:

1. It should be easy to add a new object without changing too much code.

2. There should a check that we can add only an object that has the X, Y properties and the Move method.

3. Consider using a loop to move all the objects.

4. The UI must be as simple as possible. A console application with text output is the best solution

5. Add a few additional rooms. Each room must have a name. Consider storing rooms in a dictionary with the name as a key and the room as a value.

6. The TV needs to be turned off before it can be moved.