## Animals (CSharp)

Create an **abstract** class **Animal** holding name, age and gender.

* Create a hierarchy with classes **Dog**, **Frog**, **Cat**, **Kitten** and **Tomcat**. Dogs, frogs and cats are animals. Kittens are female cats and Tomcats are male cats. Define useful constructors and methods.
* Define an interface **ISoundProducible** which holds the method **ProduceSound()**. All animals should implement this interface. The **ProduceSound()** method should produce a specific sound depending on the animal invoking it (e.g. the dog should bark).
* Create an array of different kinds of animals and calculate the average age of each kind of animal using LINQ.