

README.md

Emergency Response Simulator

Description

This C# console application simulates emergency response units (Police, Firefighters, Ambulance) responding to incidents in a city using **Object-Oriented Programming (OOP)** principles.

How to Run

1. Clone the repository using:
2. Open the project in **Visual Studio** or run via the **command line**.
3. Compile and execute `Program.cs`.
- 4.

OOP Concepts Applied

5. - **Abstraction** (EmergencyUnit base class)
6. - **Inheritance** (Police, Firefighter, Ambulance classes)
7. - **Polymorphism** (Overriding methods)
8. - **Encapsulation** (Private properties)
9. File Structure
10. - `Program.cs` → Contains the main simulation loop.
11. - `EmergencyUnit.cs` → Abstract class for all emergency units.
12. - `Police.cs`, `Firefighter.cs`, `Ambulance.cs` → Subclasses implementing unit-specific behavior.
13. - `Incident.cs` → Stores incident type & location.