* Class: **Activity**
  + Private fields:
    - **date**: Stores the date of the activity.
    - **length**: Stores the length of the activity in minutes.
  + Constructor:
    - **Activity(DateTime date, int length)**: Initializes a new instance of the **Activity** class with the given properties.
  + Virtual methods:
    - **GetDistance()**: Returns the distance of the activity.
    - **GetSpeed()**: Returns the speed of the activity.
    - **GetPace()**: Returns the pace of the activity.
  + Method:
    - **GetSummary()**: Returns a string with the summary information of the activity.
* Class: **Running** : **Activity**
  + Private fields:
    - **distance**: Stores the distance of the running activity.
  + Constructor:
    - **Running(DateTime date, int length, double distance)**: Initializes a new instance of the **Running** class with the given properties.
  + Override methods:
    - **GetDistance()**: Overrides the base class method to return the distance of the running activity.
    - **GetSpeed()**: Overrides the base class method to calculate and return the speed of the running activity.
    - **GetPace()**: Overrides the base class method to calculate and return the pace of the running activity.
* Class: **Cycling** : **Activity**
  + Private fields:
    - **speed**: Stores the speed of the cycling activity.
  + Constructor:
    - **Cycling(DateTime date, int length, double speed)**: Initializes a new instance of the **Cycling** class with the given properties.
  + Override methods:
    - **GetSpeed()**: Overrides the base class method to return the speed of the cycling activity.
* Class: **Swimming** : **Activity**
  + Private fields:
    - **laps**: Stores the number of laps of the swimming activity.
  + Constructor:
    - **Swimming(DateTime date, int length, int laps)**: Initializes a new instance of the **Swimming** class with the given properties.
  + Override methods:
    - **GetDistance()**: Overrides the base class method to calculate and return the distance of the swimming activity.
* Class: **Program**
  + Main method:
    - Create instances of each activity type (**Running**, **Cycling**, **Swimming**).
    - Set the values of each activity instance.
    - Create a list to store the activities.
    - Add each activity instance to the list.
    - Iterate through the list and call the **GetSummary()** method on each item and display the results.