Exercise 1: Displaying Message Using Inheritance

This exercise requires you to implement the concepts of polymorphism/inheritance to display information about two base classes.

WE'LL COVER THE FOLLOWING

Problem Statement

The code below has:

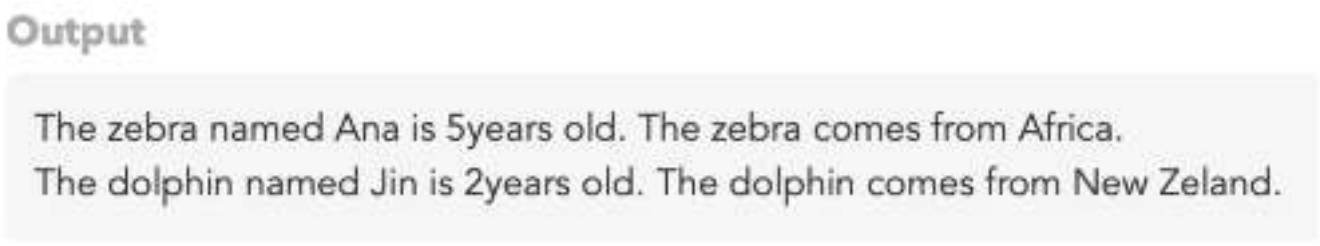
- A **parent** *class* named `Animal`.
  - Inside it *define*:
    - `name`
    - `age`
    - `set_value(int a,string b)` method:
      - takes `age` and `name` parameters and sets them to given values.
- Then there are **two base** *classes*
  - `Zebra`
  - `Dolphin`
- The **base classes** should
  - Return a string containing a *message* telling the `age` and the `name` as well as information about *place* of **origin** of that *animal*.
    - Here's a link showing how you can add values to a **string**.
    - **Hint**: You have to create **two** *separate message methods* for both the **base** classes.

Example

Input:

- `name` of `Zebra` is set to **Ana** and the `age` is set to **5**
- `name` of `Dolphin` is set to **Jin** and the `age` is set to **2**

Then:



Expected Output

Write your code below. It is recommended that you try solving the exercise yourself before viewing the solution.

Good Luck!

```
using System;

class Animal {

  //define protected members here

  public void set_data(int a, string b) {
    //define here
  }

}

//define base class named "Zebra" here
class Zebra: Animal {
  public string message_zebra(string str) {
    //define here
    str = "xyz"; //change this line and return the correct string

    return str;
  }
}

//define base class named "Dolphin" here

class Dolphin: Animal {
  public string message_dolphin(string str) {
    //define here
    str = "xyz"; //change this line and return the correct string
```

```
    return str;
  }
}
```