

```
1 using System;
2 using System.ComponentModel.Design;
3
4 namespace Inheritance
5 {
6     class Program
7     {
8         static void Main(string[] args)
9         {
10             // TODO Be sure to follow best practice when creating your classes
11
12             // Create a class Animal
13             // give this class 4 members that all Animals have in common
14
15
16             // Create a class Bird
17             // give this class 4 members that are specific to Bird
18             // Set this class to inherit from your Animal Class
19
20             // Create a class Reptile
21             // give this class 4 members that are specific to Reptile
22             // Set this class to inherit from your Animal Class
23
24
25
26
27             /*Create an object of your Bird class
28              * give values to your members using the object of your Bird class
29              *
30              * Creatively display the class member values
31              */
32
33             /*Create an object of your Reptile class
34              * give values to your members using the object of your Reptile class
35              *
36              * Creatively display the class member values
37              */
38
39             var myBird = new Bird();
40             myBird.Flies = true;
41             myBird.FeatherColor = "Black";
42             myBird.NoseBeak = true;
43             myBird.NumberOfLegs = 4;
44             Console.WriteLine($"Wow! they have all {myBird.NumberOfLegs} legs I didn't know that. With {myBird.FeatherColor} wings?");
45             if (myBird.Flies)
```

```
46         {
47             Console.WriteLine($"FLY! fly!!");
48         }
49         else
50         {
51             Console.WriteLine($"dead");
52         }
53         var myReptile = new Reptile();
54         myReptile.NeedsFood = false;
55         myReptile.Lives = "Dessert";
56         myReptile.IsSlimy = true;
57         myReptile.FavDrink = "water";
58         Console.WriteLine($"So these reptiles live in the
           {myReptile.Lives}? Do they drink a lot of
           {myReptile.FavDrink}");
59         if(myReptile.NeedsFood)
60         {
61             Console.WriteLine($"I am so hungry");
62         }
63         else
64         {
65             Console.WriteLine($"I am so full");
66         }
67     }
68 }
69 }
70 }
71 }
72 }
```