C# Exercise

# Upcasting/Downcasting

Create a Console App (.NET Framework) project named Casting

Create two classes: Ewok and Wookie where Ewok inherits from Wookie. Create a function in your program that takes Wookie objects and calls the PilotShip function of the Wookie object.

## Wookie Class

Create a Wookie class with the following public properties/methods:

* Name - Read Only (string)
* PilotShip – (no return) should write the following to the console “Ship started by” concatenating the name property.

Create a Constructor that accepts a string parameter and initializes the Name property above.

## Ewok Class

Create an Ewok class that inherits from Wookie.

Add a constructor that accepts one parameter and one method:

* name (string)
* MakeClothes – (no return) should write the following to the console the name property along with “just finished your clothes!”

## Console Program

Instantiate a Wookie object with the following name: “Chewbacca”

Instantiate an Ewok object with the name of “Chirpa”.

Create a static function in your main called FlyShip that takes Wookie objects. As part of the implementation, call the PilotShip function of the Wookie.

Create a static function in your main called MakeClothes that takes Ewok objects. As part of the implementation, call the MakeClothes function of the Ewok.

Call the FlyShip function created above and pass the “Chewbacca” object.

Call the MakeClothes function created above and pass the “Chirpa” object.