//program to keep track of Modified car Requirements

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace ModifiedCars

{

public abstract class Cars

{

protected string color;

protected string company;

protected int length;

protected int width;

protected int diameter;

protected int seats;

public abstract void Accept();

public abstract void Display();

}

//keeping track of Car Tyres

class Tyres : Cars

{

public override void Accept()

{

string s1;

Console.WriteLine("Please enter Specification for Tyres");

Console.WriteLine("Please enter Tyre diameter");

s1 = Console.ReadLine();

diameter = Convert.ToInt32(s1);

Console.WriteLine("Please enter Color of mac-wheels");

color = Console.ReadLine();

Console.WriteLine("Please enter Tyre Company name");

company = Console.ReadLine();

}

public override void Display()

{

Console.WriteLine("Tyre Specification :- ");

Console.WriteLine("Diameter is ---> {0} ", diameter);

Console.WriteLine("Color is ---> {0}", color);

Console.WriteLine("Company is ---> {0}", company);

}

}

//keeping track of Car interiors

class interior : Cars

{

public override void Accept()

{

string s1;

Console.WriteLine("Enter details about Car interior ");

Console.WriteLine("Enter Seat cover color ");

color = Console.ReadLine();

Console.WriteLine("Please enter Number of seats required");

s1 = Console.ReadLine();

seats = Convert.ToInt32(s1);

}

public override void Display()

{

Console.WriteLine("Interior Specification :- ");

Console.WriteLine("Seat color is ---> {0} ", color);

Console.WriteLine("Number of seats are ---> {0}", seats);

}

}

//main program

class diffcars

{

static int Main(string[] args)

{

Tyres t1 = new Tyres();

t1.Accept();

t1.Display();

interior i1 = new interior();

i1.Accept();

i1.Display();

return 0;

}

}

}