

Fill in the code so that `Giganotosaurus.Warn()` overrides the `Dinosaur.Warn()` method.

```
class Dinosaur
{
    public  void Warn()
    {
        Console.WriteLine("Wow, a dino!");
    }
}

class Giganotosaurus : Dinosaur
{
    public  void Warn()
    {
        Console.WriteLine("Wow, a GIANT dino!");
    }
}
```



You got it!

Continue