# Module

Interfaces

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```
Axe
Sword
Bread
Mouse
Horse
```

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```
Axe
Sword
Bread
Mouse
Horse

PutInBag
AttackWith
GreetToAnimal
```

# Interfaces

```
Axe              IPackable, IDangerous
Sword            IPackable, IDangerous
Bread            IPackable
Mouse            IPackable, Animal
Horse            Animal

PutInBag
AttackWith
GreetToAnimal
```

# Interfaces

```
Axe              IPackable, IDangerous
Sword            IPackable, IDangerous
Bread            IPackable
Mouse            IPackable, Animal
Horse            Animal

PutInBag         IPackable
AttackWith       IDangerous
GreetToAnimal    Animal
```

```csharp
private static void PutInBag(IPackable packable)
{
}

private static void AttackWith(IDangerous dangerous)
{
}

private static void GreetToAnimal(Animal animal)
{
}
```