Text

Description automatically generated

using System;

namespace L8Example{

    class PetShop

    {

        private string strPetshopname;

        private string strAddress;

        public PetShop(string p, string a)

        {

            strPetshopname = p;

            strAddress = a;

        }

        public string PetShopInfo()

        {

            return "Pet Shop Name: " + strPetshopname + ", Address: " + strAddress;

        }

        public virtual string Sound()

        {

            return "The animal makes a sound.";

        }

    }

    class Dog:PetShop

    {

        private string strName;

        public Dog(string DogName, string Petshopname, string Address):base(Petshopname, Address)

        {

            strName = DogName;

        }

        public override string Sound()

        {

            return base.Sound() + " The dog barks.";

        }

    }

    class Cat:PetShop

    {

        private string strName;

        public Cat(string CatName, string Petshopname, string Address):base(Petshopname, Address)

        {

            strName = CatName;

        }

        public override string Sound()

        {

            return base.Sound() + " The cat meow.";

        }

    }

    class Program

    {

        static void Main(string[] args)

        {

            Dog objDog;

            Console.WriteLine("Enter the name of the dog: ");

            string DogName = Console.ReadLine();

            Console.WriteLine("Enter the name of the pet shop:");

            string Petshopname = Console.ReadLine();

            Console.WriteLine("Enter the address:");

            string address = Console.ReadLine();

            objDog = new Dog(DogName, Petshopname, address);

            Console.WriteLine(objDog.PetShopInfo());

            Console.WriteLine(objDog.Sound());

            Cat objCat;

            Console.WriteLine("Enter the name of the cat: ");

            string CatName = Console.ReadLine();

            Console.WriteLine("Enter the name of the pet shop:");

            Petshopname = Console.ReadLine();

            Console.WriteLine("Enter the address:");

            address = Console.ReadLine();

            objCat = new Cat(CatName, Petshopname, address);

            Console.WriteLine(objCat.PetShopInfo());

            Console.WriteLine(objCat.Sound());

        }

    }

}