Abstract animals:

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| --- |
| UsingSystem; |
|  |  |
|  | namespace Abstract1 |
|  | { |
|  | abstract class Animals |
|  | { |
|  | public abstract void cats(); |
|  | public abstract void dogs(); |
|  | } |
|  |  |
|  | class Cats:Animals |
|  | { |
|  | public override void cats() |
|  | { |
|  | Console.WriteLine("Cats meow"); |
|  | } |
|  | public override void dogs() { } |
|  | } |
|  | class Dogs:Animals |
|  | { |
|  | public override void dogs() |
|  | { |
|  | Console.WriteLine("Dogs Barks"); |
|  | } |
|  | public override void cats() { } |
|  | } |
|  | class Program |
|  | { |
|  | static void Main(string[] args) |
|  | { |
|  | Cats c = new Cats(); |
|  | c.cats(); |
|  | Dogs d = new Dogs(); |
|  | d.dogs(); |
|  | } |
|  | } |
|  | } |