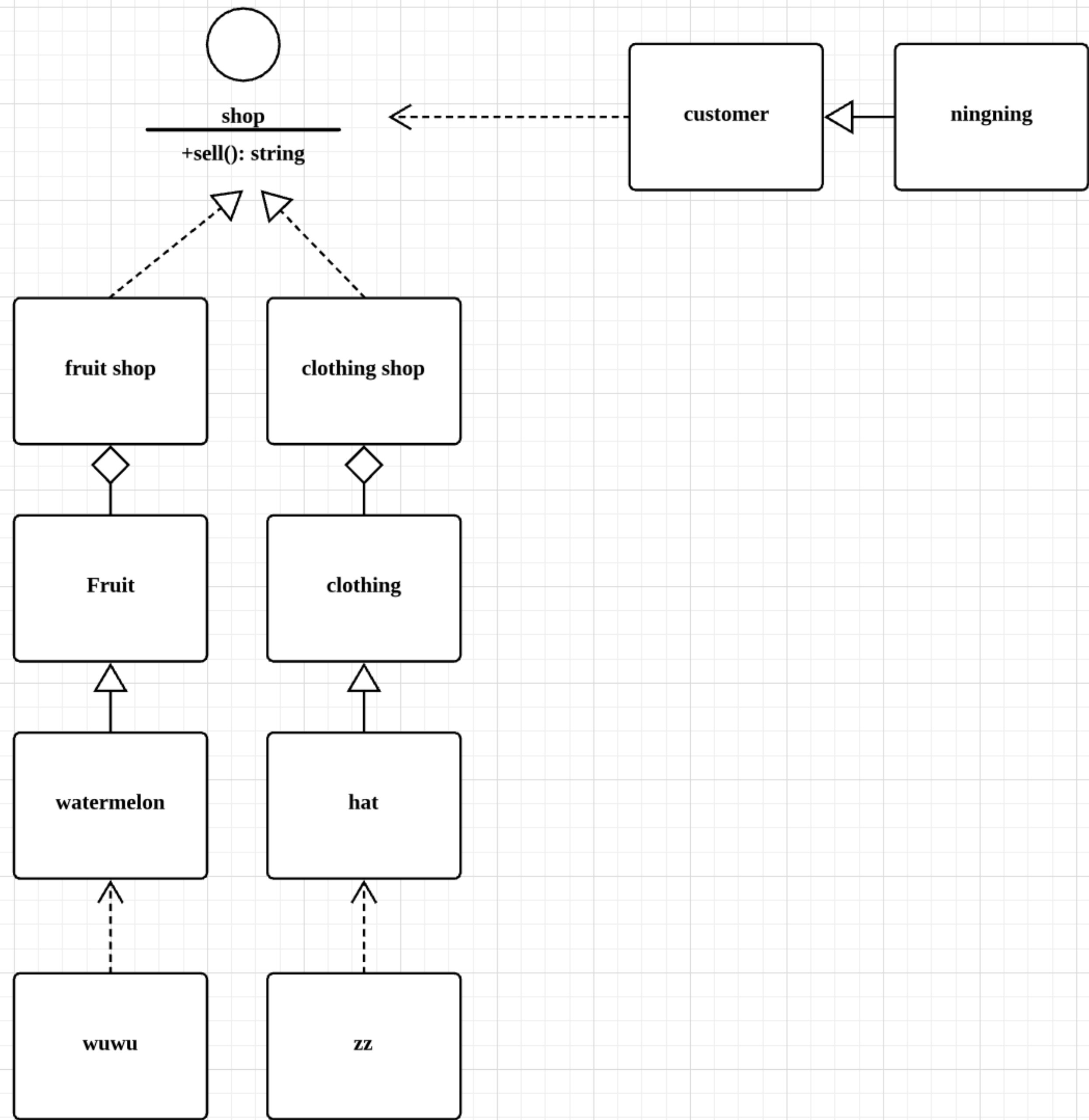


```
0
7 public class Animal
8 {
9     public string name;
10    public int speed;
11    public string wingColour;
12    public string favouriteFood;
13
14    public Animal()
15    { }
16
17    public Animal(string n, int sp, string wc, string ff)
18    {
19        name = n;
20        speed = sp;
21        wingColour = wc;
22        favouriteFood = ff;
23    }
24 }
25
26 public class Ostrich : Animal
27 {
28
29    public Ostrich(string n_o, int sp_run, string wc_o, string ff_o)
30    {
31        name = n_o;
32        speed = sp_run;
33        wingColour = wc_o;
34        favouriteFood = ff_o;
35    }
36 }
37
38 public class Bird : Animal
39 {
40
41    public Bird(string n_b, int sp_fly, string wc_b, string ff_b)
42    {
43        name = n_b;
44        speed = sp_fly;
45        wingColour = wc_b;
46        favouriteFood = ff_b;
47    }
48 }
49
50 public class hongyitest : MonoBehaviour
51 {
52     // Start is called before the first frame update
53     void Start()
54     {
55         Bird seaGull = new Bird("海鸥",20,"灰色","沙丁鱼");
56         Debug.Log(seaGull.name + "|奔跑速度: " + seaGull.speed + "|翅膀颜色: " + seaGull.wingColour + "|喜爱的食物: " + seaGull.favouriteFood);
57
58         Bird petrel = new Bird("海燕", 80, "棕色", "小虾");
59         Debug.Log(petrel.name + "|奔跑速度: " + petrel.speed + "|翅膀颜色: " + petrel.wingColour + "|喜爱的食物: " + petrel.favouriteFood);
60
61         Ostrich ostrich = new Ostrich("鸵鸟", 30, "褐色", "苹果");
62         Debug.Log(ostrich.name + "|奔跑速度: " + ostrich.speed + "|翅膀颜色: " + ostrich.wingColour + "|喜爱的食物: " + ostrich.favouriteFood);
63     }
64
65     // Update is called once per frame
66     void Update()
67     {
68     }
69 }
```

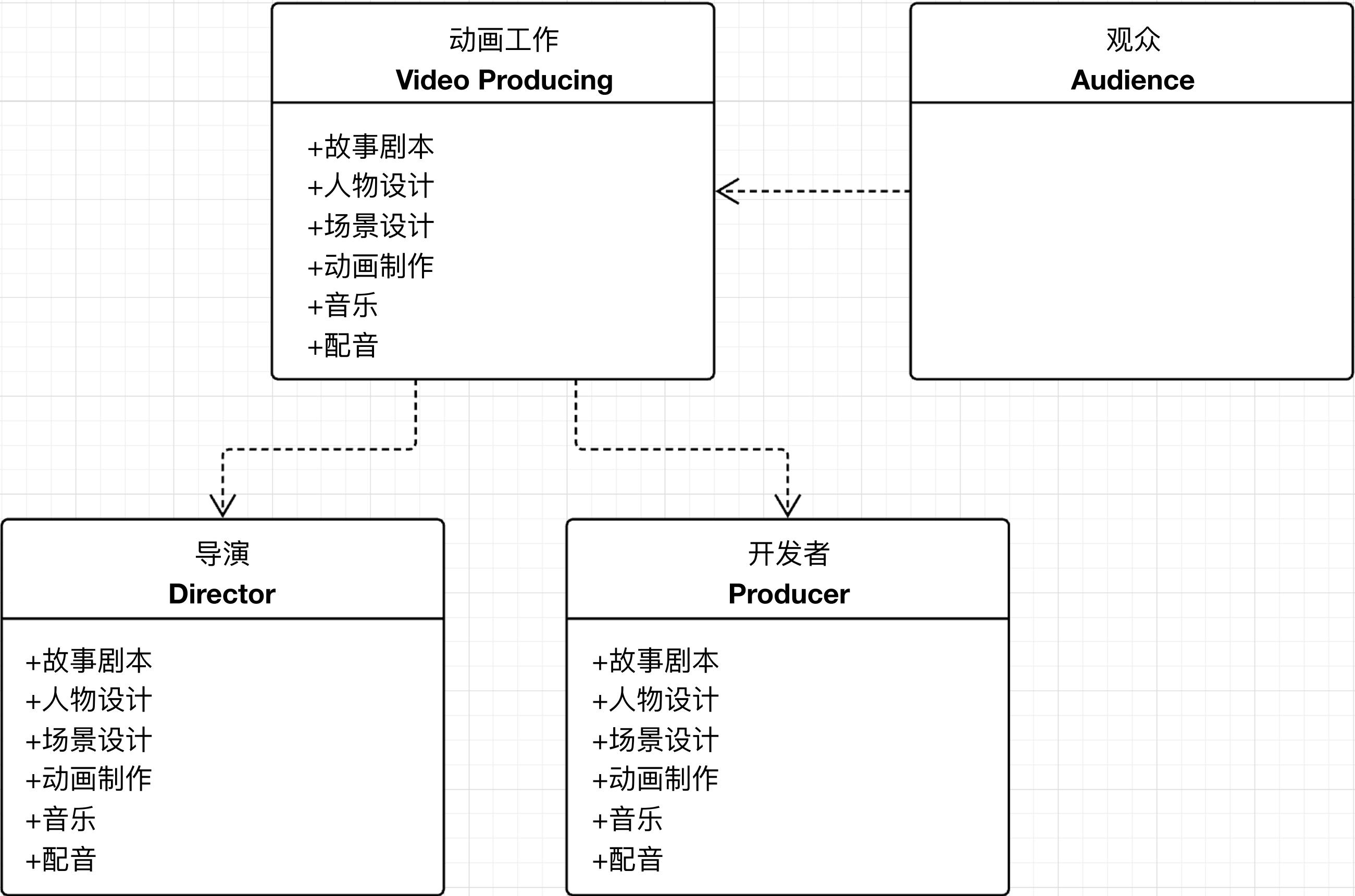


```
public class Product
{
    public string productname;
    public string shop;
    public string customer;
    public string currentowner;

    public Product(string pd, string s, string cn, string co)
    {
        productname = pd;
        shop = s;
        customer = cn;
        currentowner = co;
    }
}

public class hongyitest : MonoBehaviour
{
    // Start is called before the first frame update
    void Start()
    {
        Product watermelon = new Product("西瓜", "水果店", "宁宁", "巫巫");
        Debug.Log(watermelon.productname + "来自" + watermelon.shop + "|买的人: " + watermelon.customer + "|吃的人: " + watermelon.currentowner);

        Product hat = new Product("帽子", "服装店", "宁宁", "zz");
        Debug.Log(hat.productname + "来自" + hat.shop + "|买的人: " + hat.customer + "|戴的人: " + hat.currentowner);
    }
}
```




```
//Q6
public class Video
{
    public string videoname;
    public string maker;
    public string audience;

    public Video(string vn, string mn, string an)
    {
        videoname = vn;
        maker = mn;
        audience = an;
    }
}

public class Maker
{
    public string name;
    public string jobcontent;

    public Maker(string name_m, string jc)
    {
        name = name_m;
        jobcontent = jc;
    }
}

public class Audience
{
    public string audiencename;

    public Audience (string name_a)
    {
        audiencename = name_a;
    }
}

public void RunQ6()
{
    Maker director = new Maker("白白", "统筹项目");
    Maker producer = new Maker("白白的朋友们", "故事剧本、人物设计、场景设计、动画制作、音乐、配乐等");
    Debug.Log(director.name + "负责" + director.jobcontent+","+ producer.name + "负责"+producer.jobcontent);

    Audience dalao = new Audience("大佬");
    Video video = new Video("小视频", "白白和她的朋友们", "大佬");
    Debug.Log(dalao.audiencename + "喜欢" + video.videoname);
}
```