```csharp
using System;
abstract class Shape

{
public abstract void draw();

}
class Circle : Shape

{

    public override void draw()

    {

        Console.WriteLine("DRAW CIRCLE");

    }
}

class SQUARE : Shape

{

    public override void draw()

    {

        Console.WriteLine("DRAW SQUARE");

    }

}

class abstract1

{
static void Main()

    {

        Shape s = new Circle();

        s.draw();

        s = new SQUARE();

        s.draw();

        Console.ReadLine();

    }

}
```