using System;

using System.Collections.Generic;

using System.Text;

public class Citizen : IIdentifiable, IBirthable, IBuyer, IAge

{

public Citizen(string name, int age, string id, string birthdate)

{

this.Name = name;

this.Age = age;

this.Id = id;

this.Birthdate = DateTime.ParseExact(birthdate, "dd/mm/yyyy", null);

}

public string Id { get; private set; }

public DateTime Birthdate { get; private set; }

public string Name { get; private set; }

public int Food { get; private set; }

public int Age { get; private set; }

public void BuyFood()

{

this.Food += 10;

}

}

===========================================================================

using System;

using System.Collections.Generic;

using System.Text;

public class Pet : IBirthable

{

public Pet(string name, string birthdate)

{

this.Name = name;

this.Birthdate = DateTime.ParseExact(birthdate, "dd/mm/yyyy", null);

}

public DateTime Birthdate { get; private set; }

public string Name { get; private set; }

}

=====================================================================

using System;

using System.Collections.Generic;

using System.Text;

public class Rebel : IBuyer, IAge

{

private string group;

public Rebel(string name, int age, string group)

{

this.Name = name;

this.Age = age;

this.group = group;

}

public string Name { get; private set; }

public int Food { get; private set; }

public int Age { get; private set; }

public void BuyFood()

{

this.Food += 5;

}

}

=================================================================

using System;

using System.Collections.Generic;

using System.Text;

public class Robot : IIdentifiable

{

private string model;

public Robot(string model, string id)

{

this.model = model;

this.Id = id;

}

public string Id { get; private set; }