```csharp
using System;

class Animal
{
public int NumberOfLegs { get; }

public Animal(int numberOfLegs)
{
NumberOfLegs = numberOfLegs;
}

public virtual string Sound()
{
return "";
}
}

class Dog : Animal
{
public Dog() : base(numberOfLegs: 4) { }

public override string Sound()
{
return "baw baw";
}
}

class Spider : Animal
{
public Spider() : base(numberOfLegs: 8) { }

public override string Sound()
{
return "chirr chirr";
}
}

class Program
{
static void Main(string[] args)
{
Dog dog = new Dog();
Console.WriteLine($"Dog has {dog.NumberOfLegs} legs and makes sound: {dog.Sound()}");

Spider spider = new Spider();
```

```csharp
Console.WriteLine($"Spider has {spider.NumberOfLegs} legs and makes sound: {spider.Sound()}");
        }
    }
```

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