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

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