

```
using System;

namespace Task02
{
    class TestAnimal
    {
        public static void Main(String[] args)
        {
            // Using the subclasses
            Cat cat1 = new Cat();
            // cat1.Greeting();
            Dog dog1 = new Dog();
            // dog1.Greeting();
            BigDog bigDog1 = new BigDog();
            // bigDog1.Greeting();

            // Using Polymorphism
            Animal animal1 = new Cat();
            // animal1.Greeting();
            Animal animal2 = new Dog();
            // animal2.Greeting();
            Animal animal3 = new BigDog();
            // animal3.Greeting();

            // Error code on below!
            // Animal animal4 = new Animal();

            // Downcast
            Dog dog2 = (Dog)animal2;
            BigDog bigDog2 = (BigDog)animal3;
            Dog dog3 = (Dog)animal3;

            // Code below cause System.InvalidCastException!
            // Cat cat2 = (Cat)animal2;

            dog2.Greeting(dog3);
            dog3.Greeting(dog2);
            dog2.Greeting(bigDog2);
            bigDog2.Greeting(dog2);
            bigDog2.Greeting(bigDog1);
        }
    }

    abstract public class Animal
    {
        abstract public void Greeting();
    }

    public class Cat : Animal
    {
        override public void Greeting()
        {
            Console.WriteLine("Cat: Meow!");
        }
    }

    public class Dog : Animal
```

```
55 {
56     override public void Greeting()
57     {
58         Console.WriteLine("Dog: Woof!");
59     }
60     public void Greeting(Dog another)
61     {
62         Console.WriteLine("Dog: Woooooooooof!");
63     }
64 }
65 public class BigDog : Dog
66 {
67     override public void Greeting()
68     {
69         Console.WriteLine("BigDog: Woow!");
70     }
71     new public void Greeting(Dog another)
72     {
73         Console.WriteLine("Wooooooooowwww!");
74     }
75 }
76 }
--
```