using System;

namespace Basic\_Example

{

class Program

{

static void Main(String[]args)

{

Scooter sc = new Scooter();

sc.ScooterType();

Car c = new Car();

c.carType();

Console.ReadKey();

}

}

// Creating Base Class

class Tire

{

protected void TireType() // member method TireType() whivh shows message that tire is tubeless

{

Console.WriteLine("This is Tubeless tire!");

}

}

// Creating Child Class

class Scooter: Tire // inherits the functionality of Tire class

{

public void ScooterType()

{

Console.WriteLine("Scooter Color is Red");

TireType();

}

}

// Creating Child Class

class Car : Tire // inherits the functionality of Tire class

{

public void carType()

{

Console.WriteLine("Car Type : Ferrari");

TireType();

}

}

}