

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace Zoo
8 {
9     class Animal
10    {
11        private string Name;
12        private int Weight;
13
14        public Animal(string n, int w)
15        {
16            this.Name = n;
17            this.Weight = w;
18        }
19
20        public void Eat(int food)
21        {
22            this.Weight += food;
23        }
24
25        public void Info()
26        {
27            Console.WriteLine($"{this.Name} : {this.Weight} gram");
28        }
29    }
30
31    class Dog : Animal
32    {
33        public Dog(string n, int w) : base(n, w)
34        {
35        }
36    }
37
38    class Cat : Animal
39    {
40        public Cat(string n, int w) : base(n, w)
41        {
42        }
43    }
44
45    class Program
46    {
47        static void Main(string[] args)
48        {
49            Dog d1 = new Dog("개", 150);
50            Dog d2 = new Dog("해피", 1200);
51            Cat c1 = new Cat("네로", 800);
52
53            d1.Eat(10);
54            d2.Eat(20);
```

```
57         c1.Eat(10);
58
59         d2.Eat(30);
60
61         d1.Info();
62         d2.Info();
63         c1.Info();
64
65     }
66 }
67 }
68
```