

Practice Activity Number 6

In this Practice Activity, we will be developing the code from the previous Practice Activity.

1. Change the NameOfMammal for the SecondMammal to "Fish". (And yes, I know a fish is not a mammal!)
2. Change the NameOfMammal Property so that, if someone tries to set the NameOfMammal to "Fish", it gets changed to "Not a Mammal".
3. Add a constructor to the Class, and use it when initialising the variables.
4. Add an event to the Class, which gets called when the SoundOfMammal is called.
5. In the Main sub procedure, subscribe FirstMammal to this event, and run a Sub procedure when it happens, so that it Outputs "I hear a sound."

Good luck. Please keep this code - we will be developing it further in the next Practice Activity.