**Module 05 – Abstract Classes**

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Microsoft C# Programming

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Module 05 - Lab 2

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I have modified the D and D application to use abstract classes for printing an ‘Introduction’ and a ‘giveMoreDetails’ statement. I commented out the functions in the main loop for character creation to demonstrate the new classes.

Now the main loop runs, and the 2 abstract classes ‘Fighter’ and ‘Paladin’ are called. The text displayed for each of the 2 classes is the abstract classes derived function ‘Introduction’ followed by the ‘giveMoreDetails’ function, which overrides the abstract classes function.

A screenshot of a computer

Description automatically generated