**Exercise 1:**

* Define an abstract base class Shape that includes protected data **members** for the (x, y) position of a shape, a public method to move a shape, and a public abstract method Show () to output information of a shape.
* Derive subclasses for lines, circles, and rectangles. You can represent a line as two points, a circle as a center and a radius, and a rectangle as three points.
* Also, define the class PolyLine with Shape as its base class.
* Implement the ToString() method for each class.
* Test the classes by creating objects of the derived classes, and then invoking methods for each.

**Exercise 2:**

* Define an abstract class Animal which has the following members:
* Type is used to identify the type of animal (mammal, bird), and its value is set by the constructor.
* A method returns sound made by animal.
* A method returns information of animal.
* Define classes, which derive from Animal, for Dog, Cat and Duck. These classes have Name attribute. Besides, each class has more some other members such as:
* Dog class has Breed attribute. This attribute can be one of values such as Spaniel, Chihuahua, and Collie.
* Cat has Climb method which indicates that cat is climbing some thing (tree, wall, roof, etc).
* Duck has Swim method which indicates that duck is swimming some thing (pond, pool, etc).
* Test the classes by creating objects of the derived classes, and then invoking methods for each.