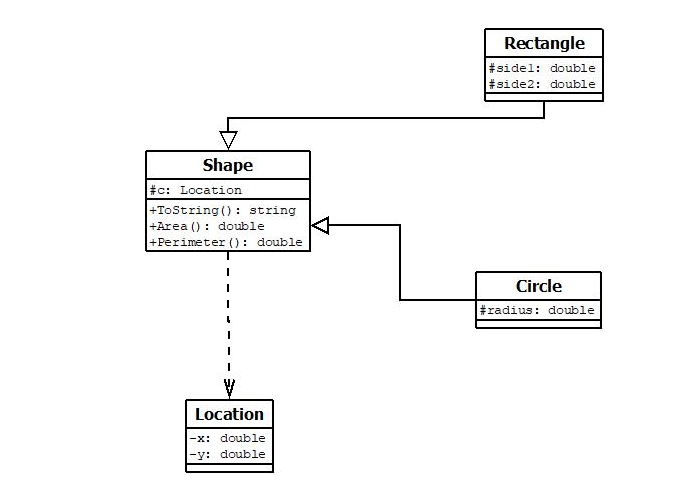
Create a C# program that represents the following UML class diagram. The diagram represents public, private, and protected attributes as well as class dependency and inheritance.



* - ==>private
* #==> protected
* +==> Functions