



```

Say(){Console.WriteLine("Hi"); } }
class AAnimal : AHero { }

```

```

class AHomo : AHero {
String name;
String job;
public AHomo(String name, String job)
{ this.name = name; this.job = job; }
override public void Say()
{ Console.WriteLine("Hello"); }
}

```

```

ACat says miau-miau
ADog says gav-gav
AAss says Ii-aa
ACock says ku-ka-re-ku
AHomo says Hello

```

```

ACat says gav-gav
ADog says Ii-aa
AAss says ku-ka-re-ku
ACock says Hello
AHomo says miau-miau

```

```

class ACat : AAnimal {
override public void Say() { Console.WriteLine("miau-miau"); }
}

```

```

class ADog : AAnimal {
override public void Say() { Console.WriteLine("gav-gav"); }
}

```

```

class ACock : AAnimal {
override public void Say() { Console.WriteLine("ku-ka-re-ku"); } }

```

```

class ADieBremenStadtMusicanten{
static void Main(string[] args){
ACat cat = new ACat();
AAss ass = new AAss();
ADog dog = new ADog();
ACock ck=new ACock();
AHomo h = new AHomo("1","Trompeter");
AHero[] ah = new AHero[5];
}
}

```

```

ah[0] = cat;
ah[1] = dog;
ah[2] = ass;
ah[3] = ck;
ah[4] = h;
int j;
int k = 0;

```

```

for (int i = 0; i < 5; i++) {
Console.Write(" "+ah[i].GetType().Name+ " says ");
ah[i].Say(); }
Console.BackgroundColor = ConsoleColor.Blue;
while (k<5) {
Console.Write(" "+ah[k].GetType().Name+" says ");
j = k++ < 4 ? k : 0;
ah[j].Say(); }
}

```