

```
1  using System;
2
3  3 references
4  class Car
5  {
6      2 references
7      public string Make { get; set; }
8      2 references
9      public string Model { get; set; }
10
11      1 reference
12      public Car(string make, string model)
13      {
14          Make = make;
15          Model = model;
16      }
17  }
18
19  3 references
20  class ElectricCar : Car
21  {
22      2 references
23      public int BatteryCapacity { get; set; }
24
25      1 reference
26      public ElectricCar(string make, string model, int batteryCapacity)
27      : base(make, model)
28      {
29          BatteryCapacity = batteryCapacity;
30      }
31  }
32
33  0 references
34  class Program
35  {
36      0 references
37      static void Main()
38      {
39          ElectricCar myElectricCar = new ElectricCar("Tesla", "Model 3", 75);
40
41          Console.WriteLine("Electric Car Info:");
42          Console.WriteLine($"Make: {myElectricCar.Make}");
43          Console.WriteLine($"Model: {myElectricCar.Model}");
44          Console.WriteLine($"Battery Capacity: {myElectricCar.BatteryCapacity} kWh");
45      }
46  }
```

```

using System;
using System.Collections.Generic;

namespace
{
    class Car
    {
        //reference
        public string Make { get; set; }

        //reference
        public string Model { get; set; }

        //reference
        public Car(string make, string model)
        {
            Make = make;
            Model = model;
        }

        //reference
        public virtual void DisplayInfo()
        {
            Console.WriteLine($"Make: {Make}, Model: {Model}");
        }
    }

    //reference
    class ElectricCar : Car
    {
        //reference
        public int BatteryCapacity { get; set; }

        //reference
        public ElectricCar(string make, string model, int batteryCapacity)
            : base(make, model)
        {
            BatteryCapacity = batteryCapacity;
        }

        //reference
        public override void DisplayInfo()
        {
            base.DisplayInfo();
            Console.WriteLine($"Battery Capacity: {BatteryCapacity} kWh");
        }
    }

    //reference
    class Program
    {
        //reference
        static void Main()
        {
            List<Car> cars = new List<Car>
            {
                new Car("Toyota", "Corolla"),
                new ElectricCar("Tesla", "Model S", 100)
            };

            foreach (var car in cars)
            {
                car.DisplayInfo();
                Console.WriteLine();
            }
        }
    }
}

```