```
Static constructor for animal!
 animals=0
Anomimous constructor for animal!
 animals=0
Static constructor for dog!
 animals=0
Anomimous constructor for animal!
 animals=1
Anomimous constructor for dog!
Anomimous constructor for animal!
animals=2
Anomimous constructor for dog!
animals=1
Animal 0: ?? Avar is 1 anotherVar is 1
Animal 0: ?? Avar is 2 anotherVar is 2
Animal 0: ?? Avar is 3 anotherVar is 3
Animal 0: ?? Avar is 4 anotherVar is 4
Dog 0: bau. aVar is 0 anotherVar is 0
Dog 0: bau. aVar is 1 anotherVar is 1
Dog 0: bau. aVar is 2 anotherVar is 2
Dog 0: bau. aVar is 3 anotherVar is 3
Dog 1: bau. aVar is 4 anotherVar is 0
Dog 1: bau. aVar is 5 anotherVar is 1
Dog 1: bau. aVar is 6 anotherVar is 2
Dog 1: bau. aVar is 7 anotherVar is 3
Animal 0: Hi Animal! aVar is 5 anotherVar is 5
Animal 0: ?? Avar is 6 anotherVar is 6
Animal 0: ?? Avar is 7 anotherVar is 7
Animal 0: Hi Animal! aVar is 8 anotherVar is 8
Animal 0: ?? Avar is 9 anotherVar is 9
Dog 0: bau. aVar is 8 anotherVar is 4
Animal 0: Hi Dog! aVar is 10 anotherVar is 10
Animal 0: ?? Avar is 11 anotherVar is 11
Dog 1: bau. aVar is 9 anotherVar is 4
Animal 1: Hi Animal! aVar is 12 anotherVar is 1
Dog 0: bau. aVar is 10 anotherVar is 5
Animal 0: ?? Avar is 13 anotherVar is 12
Animal 1: Hi Animal! aVar is 14 anotherVar is 2
Dog 0: bau. aVar is 11 anotherVar is 6
Dog 0: bau. aVar is 12 anotherVar is 7
Animal 1: Hi Dog! aVar is 15 anotherVar is 3
Dog 0: bau. aVar is 13 anotherVar is 8
Dog 1: bau. aVar is 14 anotherVar is 5
Animal 2: Hi Animal! aVar is 16 anotherVar is 1
Dog 1: bau. aVar is 15 anotherVar is 6
Animal 0: ?? Avar is 17 anotherVar is 13
Animal 2: Hi Animal! aVar is 18 anotherVar is 2
Dog 1: bau. aVar is 16 anotherVar is 7
```

```
Dog 0: bau. aVar is 17 anotherVar is 9
Animal 2: Hi Dog! aVar is 19 anotherVar is 3
Dog 1: bau. aVar is 18 anotherVar is 8
Dog 1: bau. aVar is 19 anotherVar is 9
Animal: zzz
Animal: zzz
grrrr
-----
ZZZZ!
Animal: zzz
Animal: zzz
Animal 0: ?? Avar is 20 anotherVar is 14
ZZZZ!
Animal: zzz
Animal: zzz
Dog 0: bau. aVar is 20 anotherVar is 10
GRRRRR!
Animal: zzz
grrrr
Dog 1: bau. aVar is 21 anotherVar is 10
ZZZZ!
Animal: zzz
Animal: zzz
Animal 0: ?? Avar is 21 anotherVar is 15
ZZZZ!
Animal: zzz
Animal: zzz
Dog 0: bau. aVar is 22 anotherVar is 11
GRRRRR!
Animal: zzz
grrrr
Dog 1: bau. aVar is 23 anotherVar is 11
ZZZZ!
Animal: zzz
Animal: zzz
Animal 0: ?? Avar is 22 anotherVar is 16
ZZZZ!
Animal: zzz
Animal: zzz
Dog 0: bau. aVar is 24 anotherVar is 12
GRRRRR!
Animal: zzz
grrrr
Dog 1: bau. aVar is 25 anotherVar is 12
Animal: zzz
Animal: zzz
Animal: zzz
Animal: zzz
```

```
Animal: zzz
Animal 0: ?? Avar is 24 anotherVar is 18
Animal: zzz
Animal 0: ?? Avar is 25 anotherVar is 19
Animal: zzz
Now aVar is 25 anotherVar is 19
Animal 0: ?? Avar is 27 anotherVar is 21
Animal: zzz
Dog 0: bau. aVar is 26 anotherVar is 13
Animal: zzz
Now aVar is 27 anotherVar is 21
Animal 0: ?? Avar is 29 anotherVar is 23
Animal: zzz
Dog 1: bau. aVar is 27 anotherVar is 13
Animal: zzz
Now aVar is 29 anotherVar is 23
Dog 0: bau. aVar is 28 anotherVar is 14
Animal: zzz
Animal 0: ?? Avar is 31 anotherVar is 24
Animal: zzz
Now aVar is 31 anotherVar is 4
Dog 0: bau. aVar is 29 anotherVar is 15
Animal: zzz
Dog 0: bau. aVar is 30 anotherVar is 16
Animal: zzz
Now aVar is 32 anotherVar is 5
Dog 0: bau. aVar is 31 anotherVar is 17
Animal: zzz
Dog 1: bau. aVar is 32 anotherVar is 14
Animal: zzz
Now aVar is 33 anotherVar is 6
Dog 1: bau. aVar is 33 anotherVar is 15
Animal: zzz
Animal 0: ?? Avar is 35 anotherVar is 25
Animal: zzz
Now aVar is 35 anotherVar is 4
```

20241006.A2024.IS.VirtualFnVariablesConstructors.Output Exercise on Virtual Fn, Vars, and Ctors -- Output

Dog 1: bau. aVar is 34 anotherVar is 16

Animal: zzz

Dog 0: bau. aVar is 35 anotherVar is 18

Animal: zzz

Now aVar is 36 anotherVar is 5

-

Dog 1: bau. aVar is 36 anotherVar is 17

Animal: zzz

Dog 1: bau. aVar is 37 anotherVar is 18

Animal: zzz

Now aVar is 37 anotherVar is 6
