**Inhertance**

using System;

namespace InheritanceConsole

{

class Shape

{

public void display()

{

}

static void Main(string[] args)

{

Shape s = new Shape();

Triangle t = new Triangle();

RightAngleTriangle r = new RightAngleTriangle();

Quadrilateral q = new Quadrilateral();

Square sq = new Square();

Rectangle rc = new Rectangle();

rc.display();

t.display();

r.display();

q.display();

sq.display();

}

}

class Triangle : Shape

{

public void display()

{

Console.WriteLine(" This is Triangle");

}

}

class RightAngleTriangle : Triangle

{

public void display()

{

Console.WriteLine(" This is Right Angled Triangle");

}

}

class Quadrilateral : Shape

{

public void display()

{

Console.WriteLine(" This is Quadrilateral");

}

}

class Rectangle : Quadrilateral

{

public void display()

{

Console.WriteLine(" This is Rectangle");

}

}

class Square : Rectangle

{

public void display()

{

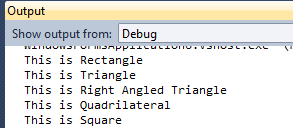
Console.WriteLine(" This is Square");

}

}

}

**OUTPUT:**

****