using ConsoleApp20;

using System;

using System.Collections.Generic;

using System.Text;

namespace ConsoleApp20

{

public class Department

{

public Department()

{

Console.WriteLine("Department constructor");

}

public void DepartmentName()

{

Console.WriteLine("Department is IT");

}

public void NumberofDepatments()

{

Console.WriteLine("3 departments");

}

public virtual void DepartmentDetails()

{

Console.WriteLine("In IT Department there are 3 Departments");

}

}

}

class Employee : Department

{

public Employee()

{

Console.WriteLine("Employee constructor");

}

public void EmployeeFirstName()

{

Console.WriteLine("FirstName is Bhavya");

}

public void EmployeeLastName()

{

Console.WriteLine("LastName is Sree");

}

public override void DepartmentDetails()

{

Console.WriteLine("In IT Department there are 3 Departments");

}

}

using System;

namespace ConsoleApp20

{

class Program

{

static void Main(string[] args)

{

Department e2 = new Employee();

e2.DepartmentName();

e2.NumberofDepatments();

e2.DepartmentDetails();

}

}

}