using System;

using System.Collections.Generic;

using System.Text;

namespace ConsoleApp21

{

public class Department

{

public void GetDepartmentName()

{

string name = "IT Department";

Console.WriteLine("Department name of the employee is : " + name);

}

public void GetNumberofDepartments()

{

int number = 5;

Console.WriteLine("The number of departments are present in the company are : " + number);

}

public virtual void GetDeparmentDetails()

{

Console.WriteLine("This method is used to get details of the employee : ");

}

}

}

using System;

using System.Collections.Generic;

using System.Text;

namespace ConsoleApp21

{

public class Employee : Department

{

public void GetFirstName()

{

string name1 = "Bhavya";

Console.WriteLine("The first name is : " + name1);

}

public void GetLastName()

{

string name2 = "Sree";

Console.WriteLine("The last name is : " + name2);

}

public override void GetDeparmentDetails()

{

Console.WriteLine("This method issued for department class to override the methods of employee class by using virtual method");

}

}

}

using System;

namespace ConsoleApp21

{

class Program

{

static void Main(string[] args)

{

Department d2 = new Employee();

d2.GetDepartmentName();

d2.GetNumberofDepartments();

d2.GetDeparmentDetails();

}

}

}