using System;

namespace ConsoleApp16

{

public class Department

{

public Department()

{

Console.WriteLine("Department constructor");

}

public void Department1()

{

Console.WriteLine("Department Name IT");

}

public void Department2()

{

Console.WriteLine("Department Name Marketing");

}

public void Department3()

{

Console.WriteLine("Department Name Finance");

}

}

}

class Employee : Department

{

public Employee()

{

Console.WriteLine("Employee constructor");

}

public override void Department1()

{

Console.WriteLine("Department Name Finance");

}

}