using System;

namespace ConsoleApp9

{

abstract class AbsClass

{

public int AddTwoNumbers(int Num1, int Num2)

{

return Num1 + Num2;

}

public abstract int MultiplyTwoNumbers(int Num1, int Num2);

}

class AbsDerived : AbsClass

{

static void Main(string[] args)

{

AbsDerived calculate = new AbsDerived();

int added = calculate.AddTwoNumbers(10, 20);

int multiplied = calculate.MultiplyTwoNumbers(10, 20);

Console.WriteLine("Added : {0}, Multiplied : {1}", added, multiplied);

}

public override int MultiplyTwoNumbers(int Num1, int Num2)

{

return Num1 \* Num2;

}

}

}