Base Class

using System;

    class Employee\_DP

    {

    public int id;

    string name;

    int salary;

    // public Employee()

    // {

    // }

    // public Employee(int id, string name,

    //     int salary)

    // {

    //     this.id = id;

    //     this.name = name;

    //     this.salary = salary;

    // }

    public virtual void GetDetails()

    {

        Console.WriteLine("Enter ID");

        id = int.Parse(Console.ReadLine());

        Console.WriteLine("Enter Name");

        name = Console.ReadLine();

        Console.WriteLine("Enter Salary");

        salary = int.Parse(Console.ReadLine());

    }

    public virtual void DisplayDetails()

    {

        Console.WriteLine("ID is " + id);

        Console.WriteLine("Name is " + name);

        Console.WriteLine("Salary is " + salary);

    }

    }

using System;

    class PartTimEmployee\_DP : Employee\_DP

    {

    string projectName;

    int duartion;

   // Method Overriding

   //public void GetPartTimeDetails()

    public override void GetDetails()

    {   base.GetDetails();

        Console.WriteLine("Enter projectName");

        projectName = Console.ReadLine();

        Console.WriteLine("Enter duartion");

        duartion = int.Parse(Console.ReadLine());

    }

   // public void DisplayPartTimeDetails()

    public override void DisplayDetails()

    {   base.DisplayDetails();

        Console.WriteLine("projectName is " + projectName);

        Console.WriteLine("duartion is " + duartion);

    }

    }

using System;

class FullTimeEmployee\_DP : Employee\_DP

{

  string manager;

  string department;

//public void GetFullTimeDetails()

public override void GetDetails()

  {   base.GetDetails();

      Console.WriteLine("Enter manager");

        manager = Console.ReadLine();

        Console.WriteLine("Enter department");

        department =  Console.ReadLine();

  }

   //public void DisplayFullTimeDetails()

    public override void DisplayDetails()

    {    base.DisplayDetails();

        Console.WriteLine("manager is " + manager);

        Console.WriteLine("department is " + department);

    }

}

Calling Part

using System;

namespace InheritanceDemo

{

    class Program\_DP

    {

        static void Main(string[] args)

        {

Employee\_DP employee = new   Employee\_DP();

employee.GetDetails();

employee.DisplayDetails();

Console.WriteLine("Full Time Employee ");

Employee\_DP fulltimeempoyee = new FullTimeEmployee\_DP();

fulltimeempoyee.GetDetails();

fulltimeempoyee.DisplayDetails();

Employee\_DP partTimEmployee = new Employee\_DP();

partTimEmployee.GetDetails();

partTimEmployee.DisplayDetails();

        }

    }

}