// Single Level Inheritance

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace Single\_Level\_Inheritance

{

class A

{

public int a;

public A()

{

a = 10;

}

}

class B: A

{

public int b;

public B()

{

b = 7;

}

}

class Program

{

static void Main(string[] args)

{

Console.WriteLine("Single Level Inheritance");

B obj = new B();

Console.WriteLine("a = {0}",obj.a);

Console.WriteLine("b = {0}",obj.b);

Console.ReadKey();

}

}

}

OutPut :-

