public static void TestDemo01()

{

Driver d1 = new Driver();

Car car = new Car();

car.TypeName = "小轿车"; //value就是"小轿车"

// 司机操作的是交通工具类Vehicle，传递的是Car, Car->Vehicle

d1.Drive(car); // 但运行时实际调用的是子类实例car

Moto moto = new Moto();

moto.TypeName = "摩托车";

d1.Drive(moto);

Truck truck = new Truck();

truck.TypeName = "卡车";

d1.Drive(truck);

Bike bike = new Bike();

bike.TypeName = "自行车";

d1.Drive(bike);

//d1.Drive(ReflectUtil.CreateInstance(clsName));

}

namespace NsDemo01

{

public class Driver

{

// 驾驶交通工具方法

public void Drive(Vehicle vehicle)

{

vehicle.Start(); // 编译时司机调用的是Vehicle类

}

//public void Drive(Car car)

//{

// car.Start();

//}

}

public class Vehicle

{

private string typeName;// 交通工具的类别

public string TypeName

{

get

{

return typeName;

}

set

{

typeName = value;

}

}

public void Start()

{

Console.WriteLine("启动" + TypeName);

}

}

public class Car : Vehicle

{

}

public class Truck : Vehicle

{

}

public class Moto : Vehicle

{

}

public class Bike : Vehicle

{

}

}