public static void TestDemo04()

{

Soldier s = new Soldier();

Weapon w = new Gun();

s.UseWeapon(w);

w = new Rocket();

s.UseWeapon(w);

}

namespace NsDemo04

{

public interface Weapon

{

void Fire(); // 开火

}

public class Gun : Weapon

{

public void Fire()

{

Console.WriteLine("扣动手枪扳机");

}

}

public class Rocket : Weapon

{

public void Fire()

{

Console.WriteLine("发射火箭弹");

}

}

public class Soldier

{

public void UseWeapon(Weapon weapon)

{

weapon.Fire();

}

}

}