4. Interface

using System;

namespace Interface

{

interface Area

{

void AreaCal(int l,int b);

}

class Rectangle:Area

{

public void AreaCal(int l,int b)

{

Console.WriteLine("\nArea of Rectangle is "+(l\*b));

}

}

class RectArea

{

static void Main(String[] args)

{

Rectangle s1=new Rectangle();

Console.WriteLine("\t\tINTERFACE\n");

Console.Write("Enter Length Value: ");

int l=Convert.ToInt32(Console.ReadLine());

Console.Write("Enter Breadth Value: ");

int b=Convert.ToInt32(Console.ReadLine());

s1.AreaCal(l,b);

}

}

}

3. Multilevel inheritance

namespace MultilevelInheritanceDemo

{

class Person

{

public void DisplayPerson()

{

Console.WriteLine("I am a Person.");

}

}

class Student : Person

{

public void DisplayStudent()

{

Console.WriteLine("I am a Student.");

}

}

class CollegeStudent : Student

{

public void DisplayCollegeStudent()

{

Console.WriteLine("I am a College Student.");

}

}

class Program

{

static void Main(string[] args)

{

CollegeStudent cs = new CollegeStudent();

cs.DisplayPerson();

cs.DisplayStudent();

cs.DisplayCollegeStudent();

Console.ReadLine();

}

}

}