Polymorphism source code

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Polymorphism

{

class Program

{

class Musician

{

public virtual void play\_instrument()

{

}

}

class Guitarist : Musician

{

public override void play\_instrument()

{

Console.WriteLine("Guitarist is playing a Guitar");

}

}

class Pianist : Musician

{

public override void play\_instrument()

{

Console.WriteLine("Pianist is playing a Piano");

}

}

static void Main(string[] args)

{

Guitarist guitarist = new Guitarist();

Pianist pianist = new Pianist();

Musician[] musicians = { guitarist, pianist };

foreach (Musician musician in musicians)

{

musician.play\_instrument();

}

}

}

}