

```
using System;
namespace Myself
{
    abstract class Fay
    {
        public int AddTwoNumbers (int Num1, int Num2)
        {
            return Num1+Num2;
        }
        public abstract int MultiplyTwoNumbers (int Num1, int Num2);
    }
    class Derived:Fay
    {
        public override int MultiplyTwoNumbers(int Num1,int Num2)
        {
            return Num1*Num2;
        }
    }
}
class program
{
    public static void Main(string[] args)
    {
        Derived d = new Derived();
        Console.WriteLine("Addition: {0}", d.AddTwoNumbers (4, 6));
        Console.WriteLine("Multiplication: {0}",d.MultiplyTwoNumbers (6, 4));
    }
}
```