CH10\_實作第3題

namespace CH10\_3\_2

{

interface IPrice

{

double GetPrice();

}

class Car : IPrice

{

public double Price;

public string Name;

public double GetPrice()

{

return GetPrice();

}

public string GetName()

{

return Name;

}

}

}

CH11\_實作題第1題

namespace CH11\_1

{

internal class Class

{

public static int Cube(int number)

{

return number \* number;

}

// Cube 方法的過載：處理 double

public static double Cube(double number)

{

return number \* number;

}

public static int MinElement(int a, int b, int c)

{

return Math.Min(a, Math.Min(b, c));

}

public static int MinElement(int a, int b, int c, int d)

{

return Math.Min(a, Math.Min(b, Math.Min(c, d)));

}

}

}