// See https://aka.ms/new-console-template for more information

using System.Runtime.InteropServices;

class A

{

public string Name;

}

class B: A

{

public string Department;

}

class C : B

{

public int Batch;

public C()

{

Console.WriteLine("Implementing Multilevel Inheritance using class");

Name = "Mubasshir Naib";

Department = "CSE";

}

public void Display()

{

Console.WriteLine($"Name:{Name}");

Console.WriteLine(Department);

Console.WriteLine(Batch);

}

}

interface IA

{

void Person\_Name(string name);

}

interface IB

{

void Person\_Department(string department);

}

interface IC

{

void Person\_Batch(int id);

}

class Data : IA, IB, IC

{

public Data()

{

Console.WriteLine("Implementing Multiple Inheritance using Interface.");

}

public void Person\_Name(string name) {

Console.WriteLine(name);

}

public void Person\_Department(string department) {

Console.WriteLine(department);

}

public void Person\_Batch(int id)

{

Console.WriteLine(id);

}

}

class Basic\_\_OOP

{

public static void Main(string[] args)

{

// Console.WriteLine("Mubasshir");

C person= new C();

person.Batch = 19;

person.Display();

Data data = new Data();

IA k = data;

k.Person\_Name("Mubasshir Naib");

data.Person\_Department("CSE");

data.Person\_Batch(19);

}

}

