

Program.cs

```
using System;
using System.Drawing;

namespace ConsoleTeste
{
    public abstract class myBase
    {
        public abstract void YouMustImplement();

        public virtual void YouCanOverride()
        {
            Console.WriteLine ("My Base");
        }
    }

    class BaseClass : myBase
    {
        public override void YouMustImplement(){
            Console.WriteLine ("BaseClass - YouMustImplement");
        }

        public virtual void Method1()
        {
            Console.WriteLine("Base - Method1");
        }

        public void Method2()
        {
            Console.WriteLine("Base - Method2");
        }
    }

    class DerivedClass : BaseClass
    {
        public override void Method1()
        {
            Console.WriteLine("Derived - Method1");
        }

        public new void Method2()
        {
            Console.WriteLine("Derived - Method2");
        }
    }

    class MainClass
    {
        public static void Main (string[] args)
```