class Car {

public void run(){

Console.WriteLine("Car is running");

}

}

class Maruti : Car {

public void run(){

Console.WriteLine("Maruti Car is running");

}

}

class Program

{

    static void Main(string[] args)

    {

        Car c = new Maruti();

        c.run();

    }

}

Output :

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

class X

{

    public virtual void foo()

    {

        Console.WriteLine("Parent");

    }

}

class Y : X

{

    public override void foo()

    {

        Console.WriteLine("Child");

    }

}

class Program

{

    static void Main(string[] args)

    {

        X c = new Y();

        c.foo();

    }

}

Output :

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

class Php

{

    public void PhpProgrammer()

    {

        Console.WriteLine("php programmers");

    }

}

class CSharp

{

    public void CSharpProgrammer()

    {

        Console.WriteLine("CSharp Programmers");

    }

}

class Programmers : Php, CSharp

{

}

class Program

{

    static void Main(string[] args)

    {

        Programmers p = new Programmers();

        p.PhpProgrammer();

        p.CSharpProgrammer();

    }

}

Output :

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

class Car

{

    int cc = 1000;

    public void display()

    {

        Console.WriteLine("Value :"+this.cc);

    }

}

class Maruti : Car

{

    int cc = 2000;

    public void display()

    {

        Console.WriteLine("Value :" + this.cc);

    }

}

class Program

{

    static void Main(string[] args)

    {

        Car c = new Maruti();

        c.display();

    }

}

Output :

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

class C1

{

    public void printC1(){

        Console.WriteLine("C1");

    }

}

class C2:C1

{

    public void printC2(){

        Console.WriteLine("C2");

    }

}

class C3:C2

{

    public void printC3()

    {

        Console.WriteLine("C3");

    }

}

class Program

{

    static void Main(string[] args)

    {

        C3 obj = new C3();

        obj.printC1();

        obj.printC2();

        obj.printC3();

    }

}

Output :

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

class Bird

{

    public void fly(){

        Console.WriteLine("Bird can fly");

    }

}

class Parrot : Bird

{

    public void fly()

    {

        Console.WriteLine("Parrot can fly");

    }

}

class Program

{

    static void Main(string[] args)

    {

        Bird b = new Bird();

        b.fly();

        Bird b1 = new Parrot();

        b1.fly();

    }

}

Output :

class Bird

{

    public virtual void fly(){

        Console.WriteLine("Bird can fly");

    }

}

class Parrot : Bird

{

    public override void fly()

    {

        Console.WriteLine("Parrot can fly");

    }

}

class Program

{

    static void Main(string[] args)

    {

        Parrot p = new Parrot();

        p.fly();

    }

}

Output :