//OVERIDING CONCEPT

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApplication2

{

class Program

{

protected int Cgpa;

public virtual int gpa()

{

Console.WriteLine("parent");

Console.ReadLine();

return 0;

}

class bse : Program

{

public override int gpa()

{

Console.WriteLine("child");

Console.ReadLine();

return 0;

}

class Caller

{

public void CallGpa(Program sh)

{

int a;

a = sh.gpa();

Console.WriteLine("", a);

}

}

static void Main(string[] args)

{

Caller c = new Caller();

bse b = new bse();

c.CallGpa(b);

}

}

}

}