CS4 Dynamic

using System;

using System.Reflection;

class Maths

{

public int Square(int Integer)

{

return Integer \* Integer;

}

}

class Program

{

static void Method()

{

object Instance = new Maths();

Type InstanceType = Instance.GetType();

object Result = InstanceType.InvokeMember("Square", BindingFlags.InvokeMethod, null, Instance, new object[] { 1 });

int Number = Convert.ToInt32(Result);

Console.WriteLine(Number);

dynamic Runtime = new Maths();

Number = Runtime.Square(2);

Console.WriteLine(Number);

}

static void MethodFromAssembly()

{

Assembly AssemblyName = Assembly.LoadFrom("Sample.dll");

Type AssemblyTypeName = AssemblyName.GetType("Maths");

object Instance = Activator.CreateInstance(AssemblyTypeName);

object Result = AssemblyTypeName.InvokeMember("Square", BindingFlags.InvokeMethod, null, Instance, new object[] { 3 });

int Number = Convert.ToInt32(Result);

Console.WriteLine(Number);

dynamic Runtime = Activator.CreateInstance(AssemblyTypeName);

Number = Runtime.Square(4);

Console.WriteLine(Number);

}

static void Main()

{

Method();

MethodFromAssembly();

Console.ReadKey();

}

}