//////////////Program1/////////////

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace CSharp250716\_E1

{

class B

{

public virtual void MyMethod()

{

Console.WriteLine("Welcome to class B");

}

}

class D : B

{

public override void MyMethod()

{

Console.WriteLine("Welcome to class D");

}

}

class X : D

{

public override void MyMethod()

{

Console.WriteLine("Welcome to class X");

}

}

class Program

{

static void Main(string[] args)

{

B ob1 = new B();

B ob2 = new D();

B ob3 = new X();

ob1.MyMethod();

ob2.MyMethod();

ob3.MyMethod();

Console.ReadLine();

}

}

}

//////////////Program2/////////////

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace CSharp250716\_E2

{

sealed class B

{

public void MyMethod()

{

Console.WriteLine("Welcome to class B");

}

}

class D

{

public virtual void MyMethod()

{

Console.WriteLine("Welcome to class D");

}

}

class X : D

{

public override void MyMethod()

{

Console.WriteLine("Welcome to class X");

}

}

class Program

{

static void Main(string[] args)

{

B ob1 = new B();

D ob2 = new D();

D ob3 = new X();

ob1.MyMethod();

ob2.MyMethod();

ob3.MyMethod();

Console.ReadLine();

}

}

}

//////////////Program3/////////////

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace CSharp250716\_E3

{

class B

{

public virtual void MyMethod()

{

Console.WriteLine("Welcome to class B");

}

}

class D : B

{

sealed public override void MyMethod()

{

Console.WriteLine("Welcome to class D");

}

}

class X : D

{

public void YourMethod()

{

Console.WriteLine("Welcome to class X");

}

}

class Program

{

static void Main(string[] args)

{

B ob1 = new B();

B ob2 = new D();

X ob3 = new X();

ob1.MyMethod();

ob2.MyMethod();

ob3.YourMethod();

Console.ReadLine();

}

}

}

//////////////Program4/////////////

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace CSharp250716\_E4

{

class MyClass

{

static int count = 0;

int id;

public MyClass()

{

id = count;

count++;

}

public override string ToString()

{

return "MyClass object #" + id;

}

}

class Test

{

static void Main(string[] args)

{

MyClass ob1 = new MyClass();

MyClass ob2 = new MyClass();

MyClass ob3 = new MyClass();

Console.WriteLine(ob1);

Console.WriteLine(ob2);

Console.WriteLine(ob3);

Console.ReadLine();

}

}

}