

1.Single inheritance

```
Using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace MyAplication {

    class Demo {

        static void Main(string[] args) {

            // Father class

            Father f = new Father();

            f.Display();

            // Son class

            Son s = new Son();

            s.Display();

            s.DisplayOne();

            Console.ReadKey();

        }

        class Father {

            public void Display() {

                Console.WriteLine("Display");

            }

        }

        class Son : Father {
```

```
public void DisplayOne() {  
    Console.WriteLine("DisplayOne");  
}  
}  
}  
}
```