using System;

abstract class Creator

{

    public abstract string SomeOperation();

}

class ConcreteCreatorA : Creator

{

    public override string SomeOperation()

    {

        return "Result from ConcreteCreatorA";

    }

}

class ConcreteCreatorB : Creator

{

    public override string SomeOperation()

    {

        return "Result from ConcreteCreatorB";

    }

}

class Program

{

    static void Main(string[] args)

    {

        Creator creatorA = new ConcreteCreatorA();

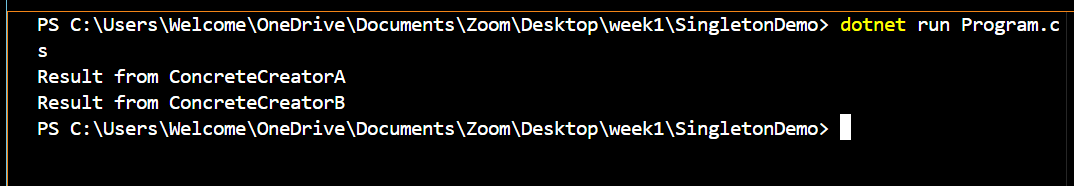
        Console.WriteLine(creatorA.SomeOperation());

        Creator creatorB = new ConcreteCreatorB();

        Console.WriteLine(creatorB.SomeOperation());

    }

}

**Output:**