

Ce se afișează la rularea codului urmator?

```
class Program
```

```
{
```

```
    class One
```

```
    {
```

```
        public int x;
```

```
        public int y;
```

```
        protected int z = 15;
```

```
        public One() { Create(20); }
```

```
        public void Create(int x) { this.x = x; this.y = 2 * x; Console.WriteLine("x1 " + x); Console.WriteLine("y1 " + y); }
```

```
        public virtual void Print(int z) { Console.WriteLine(z + 10); }
```

```
    }
```

```
    class Two : One
```

```
    {
```

```
        public int z = 0;
```

```
        public Two() { Create(base.x / 2, base.y * 3, z); Console.WriteLine("x2 " + x); Console.WriteLine("y2 " + y); }
```

```
        public void Create(int x, int y, int z) { this.x = x + 1; this.y = y - 10; this.z = base.x + base.y;
```

```
        Console.WriteLine("x3 " + x); Console.WriteLine("y3 " + y); Console.WriteLine("z " + this.z);
```

```
    }
```

```
        public override void Print(int z) { Console.WriteLine(z); }
```

```
}
```

```
static void Main(string[] args)
```

```
{
```

```
    Two ex = new Two();
```

```
    ex.Print(ex.z);
```

}

}

Variante de răspuns:

a) 15

b) 0

c) 121

d) Eroare

Justificare raspuns:

Se apeleaza constructorul lui One cu create(20) x luand valoarea 20 si y 40. Dupa aceea se apeleaza constructorul lui Two cu create(10,120,0), iar x va lua valoarea 11, y 110 si z 121. Se apeleaza metoda suprascrisa din Two care va afisa valoarea lui z

Dificultate: Medie