Ce se va afisa in urma executiei programului C# de mai jos:

```csharp
using System;
using System.Collections;

namespace ConsoleApplication1
{
    class Person
    {
        public  int age { get; set; }
        public string name { get; protected set; }
        public string lastName { get; protected set; }
        protected long CNP {get; set; }

        public  void  print()
        {
            Console.WriteLine("Person");
        }

        public Person()
        {
            Console.WriteLine("Person");
        }
    }

    class Student : Person
    {
        private int media { get; set; }
        public int grupa { get; private set; }

        public Student()
        {
            Console.WriteLine("Student");
        }

        public void print()
        {
            Console.WriteLine("Student");
        }

    }
    internal class Program
    {
        public static void Main(string[] args)
        {
            Person person = new Student();
            person.print();
            Student student = new Student();
            student.print();
```

```
        }
    }
}
```

Variante:

a.) Eroare de compilare

b.) Person Student Person Person Student Student

c.) Person Student Student Person Student Student

d.) Person Student Person Person Student Person

Raspuns corect Varianta b.

Explicatie: Cand creem un Person=new Student() se apeleaza mai intai constructorul de person si apoi cel de student. Functia print NU ESTE VIRTUALA deci se va apela cea din Person si va tipari "Person"

La fel la Student=new Student() se va apela mai intai constructorul clasei de baza (Person) dar functia print va fi cea din Student si va tipari "Student"