Limbajul : C#

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Ce se afișează la rularea codului urmator?

class Animal

{

public **virtual** void animalSound(){

Console.WriteLine("The animal makes a sound");

}

}

class Pig : Animal

{

public **override** void animalSound() {

Console.WriteLine("The pig says: wee wee");

}

}

class Dog : Animal

{

public void animalSound() {

Console.WriteLine("The dog says: bow wow");

}

}

class Program {

static void Main(string[] args) {

Animal myAnimal = new Animal();

Animal myPig = new Pig();

Animal myDog = new Dog();

myAnimal.animalSound();

myPig.animalSound();

myDog.animalSound();

}

}

**Variante de răspuns**:

a.) The animal makes a sound

The animal makes a sound

The animal makes a sound

b.) The animal makes a sound

The pig says: wee wee

The dog says: bow wow

c.) eroare

d.) The animal makes a sound

The pig says: wee wee

The animal makes a sound

**Justificare raspuns** :

Metoda animalSound() din clasa Pig o suprascrie pe cea din clasa parinte Animal, astfel afisandu se “The pig says: wee wee” . In clasa Dog, in definitia metodei animalSound() lipseste cuvantul cheie override pentru a suprascrie metoda din clasa parinte, astfel se apeleaza metoda din clasa parinte ( “The animal makes a sound”) in loc de metoda definita in clasa Dog .

**Conceptele din curs care au legatura cu grila propusa**: **mostenire**, **polimorfism.**

**Referinte web**: w3schools.

**Dificultate**: (**Easy**, Medium, Difficult).