Ce se va intampla la executia urmatorului program?

class A

{

public int Number { get; set; }

}

class B : A

{

}

class Program

{

static void Main(string[] args)

{

B b1 = new B

{

Number = 22

};

B b2 = new B

{

Number = 23

};

B b3 = new B

{

Number = 24

};

B b4 = new B

{

Number = 25

};

IList<B> list = new List<B>() { b1, b2, b3, b4 };

Console.WriteLine(Calculate(list));

Console.WriteLine(Calculate2(list));

}

static int Calculate(IEnumerable<A> list)

{

return list.Where(a => a.Number % 2 == 0).Aggregate((a,b) => new A { Number = a.Number + b.Number }).Number;

}

static int Calculate2(IList<A> list)

{

return list.Where(a => a.Number % 2 != 0).Aggregate((a, b) => new A { Number = a.Number + b.Number }).Number;

}

}

1. se afiseaza 46 48
2. eroare la linia “Console.WriteLine(Calculate(list));”
3. eroare la linia “Console.WriteLine(Calculate2(list));”
4. erori la liniile “Console.WriteLine(Calculate(list));” si “Console.WriteLine(Calculate2(list));”