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* Ce afiseaza programul urmator?

using System;  
  
  
namespace ConsoleApp2  
{  
 public class Program  
 {  
 public static void Main()  
 {  
 classA a = new classC();  
 Console.WriteLine(a.Print());  
 }  
   
 public class classA  
 {  
 public virtual string Print()  
 {  
 return "ClassA";  
 }  
 }  
   
 public class classB : classA  
 {  
 public override string Print()  
 {  
 return "ClassB";  
 }  
 }  
   
 public class classC : classB  
 {  
 public new string Print()  
 {  
 return "ClassC";  
 }  
 }  
 }  
}

* Variante de raspuns:

a).ClassA

b).ClassB

c).ClassC

d).Error

* Justificare raspuns:

Programul afiseaza “ClassB” deoarece in classC nu se face override metodei Print(). Daca in loc de “public new string Print()” aveam “public override string Print()” se afisa intr-adevat “ClassC”.

* Concepte:Clase si Obiecte
* Dificultate: Easy