1. C# Inheritance hierarchy and referencing rules
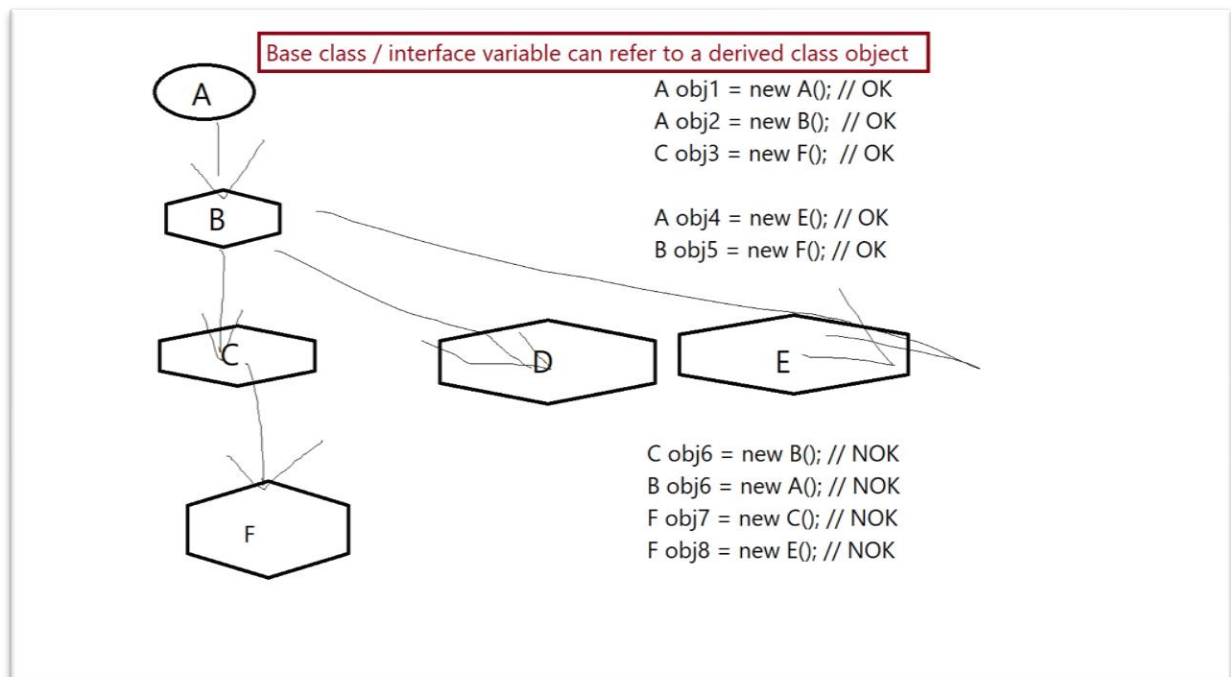

Base class / interface variable can refer to a derived class object

```
A obj1 = new A(); // OK
A obj2 = new B();  // OK
C obj3 = new F();  // OK

A obj4 = new E(); // OK
B obj5 = new F(); // OK
```

```
C obj6 = new B(); // NOK
B obj6 = new A(); // NOK
F obj7 = new C(); // NOK
F obj8 = new E(); // NOK
```

3.