Namespace csharp_test

Classes

[App](App)

[Car](Car)
　自動車を表す抽象クラス

PassengerCar
　乗用車を表すクラス

Truck
　トラックを表すクラス

Class App

Namespace: csharp_test
Assembly: csharp_test.dll

```
public class App
```

Inheritance
object ← App

Inherited Members
object.ToString() , object.Equals(object) , object.Equals(object, object) ,
object.ReferenceEquals(object, object) , object.GetHashCode() , object.GetType() ,
object.MemberwiseClone()

Methods

Main(string[])

```
public static void Main(string[] args)
```

Parameters

args string[]

Class Car

自動車を表す抽象クラス

```csharp
public abstract class Car
```

Inheritance

[object](#) ← Car

Derived

[PassengerCar](#), [Truck](#)

Inherited Members

[object.ToString()](#) , [object.Equals(object)](#) , [object.Equals(object, object)](#) ,
[object.ReferenceEquals(object, object)](#) , [object.GetHashCode()](#) , [object.GetType()](#) ,
[object.MemberwiseClone()](#)

Constructors

Car(string, int, int)

```csharp
public Car(string name, int displacement, int maxSpeed)
```

Parameters

`name` [string](#)

`displacement` [int](#)

`maxSpeed` [int](#)

Properties

Displacement

```csharp
public int Displacement { get; set; }
```

Property Value

[int](#)

MaxSpeed

```csharp
public int MaxSpeed { get; set; }
```

Property Value

[int](#)

Name

```csharp
public string Name { get; set; }
```

Property Value

[string](#)

Methods

Run()

```csharp
public abstract void Run()
```

ShowInfo()

```csharp
public void ShowInfo()
```

Class PassengerCar

Namespace: [csharp_test](#)

Assembly: csharp_test.dll

乗用車を表すクラス

```csharp
public class PassengerCar : Car
```

Inheritance

[object](#) ← [Car](#) ← PassengerCar

Inherited Members

[Car.Name](#) , [Car.Displacement](#) , [Car.MaxSpeed](#) , [Car.ShowInfo()](#) , [object.ToString()](#) ,
[object.Equals(object)](#) , [object.Equals(object, object)](#) , [object.ReferenceEquals(object, object)](#) ,
[object.GetHashCode()](#) , [object.GetType()](#) , [object.MemberwiseClone()](#)

Constructors

PassengerCar(string, int, int)

```csharp
public PassengerCar(string name, int displacement, int maxSpeed)
```

Parameters

`name` [string](#)

`displacement` [int](#)

`maxSpeed` [int](#)

Methods

Run()

```csharp
public override void Run()
```

Class Truck

Namespace:

トラックを表すクラス

```
public class Truck : Car
```

Inheritance

object ← Car ← Truck

Inherited Members

Car.Name , Car.Displacement , Car.MaxSpeed , Car.ShowInfo() , object.ToString() ,
object.Equals(object) , object.Equals(object, object) , object.ReferenceEquals(object, object) ,
object.GetHashCode() , object.GetType() , object.MemberwiseClone()

Constructors

Truck()

```
public Truck()
```

Methods

Run()

```
public override void Run()
```