“Наследование- задание 2”

Листинг класса User

using System;

namespace Hierarchy\_2

{

class User

{

protected string name;

protected int age;

//name

public void SetName(string value)

{

name = value;

}

public string GetName()

{

return name;

}

//age

public void SetAge(int value)

{

age = value;

}

public int GetAge()

{

return age;

}

}

}

Листинг класса Driver

using System;

namespace Hierarchy\_2

{

class Driver: Worker

{

private DateTime drivingExperience;

private char drivingСategory;

//drivingExperience

public void SetDrivingExperience(DateTime value)

{

drivingExperience = value;

}

public DateTime GetDrivingExperience()

{

return drivingExperience;

}

//drivingСategory

public void SetDrivingСategory(char value)

{

drivingСategory = value;

}

public char GetDrivingСategory()

{

return drivingСategory;

}

}

}

Листинг класса Worker

using System;

namespace Hierarchy\_2

{

class Worker: User

{

private int salary;

public void SetSalary(int value)

{

salary = value;

}

public int GetSalary()

{

return salary;

}

}

}

Листинг класса Student

using System;

namespace Hierarchy\_2

{

class Student : User

{

private int scholarship;

private int course;

//scholarship

public void SetScholarship(int value)

{

scholarship = value;

}

public int GetScholarship()

{

return scholarship;

}

//course

public void SetCourse(int value)

{

course = value;

}

public int GetCourse()

{

return course;

}

}

}

Листинг класса Program

using System;

namespace Hierarchy\_2

{

class Program

{

static void Main(string[] args)

{

Worker worker1 = new Worker();

Worker worker2 = new Worker();

worker1.SetName("Иван");

worker1.SetAge(25);

worker1.SetSalary(1000);

worker2.SetName("Вася");

worker2.SetAge(26);

worker2.SetSalary(2000);

int SumOfMoney = 0;

SumOfMoney = worker1.GetSalary() + worker2.GetSalary();

Console.ReadKey();

}

}

}