

What will be printed by the code when `Main()` is invoked?

```
class Animal
{
    public virtual string Describe()
    { return "Here's an animal"; }
}

class Amphibian : Animal
{
    public override string Describe()
    { return "Here's an amphibian"; }
}

class Program {
    public static void Main (string[] args) {
        Animal ani = new Amphibian();
        Console.WriteLine(ani.Describe());
    }
}
```

`ani.Describe()`

`Here's an amphibian`

Nothing is printed

`Here's an animal`



Correct! The `Animal` reference has access to the `override` version of `Describe()` defined in `Amphibian`.

Continue