

# Object in Plain Sight

At the very beginning of your C# journey, you learned about `Console.WriteLine()`. You used this tool with nearly every type, from `int` and `bool` to `Dissertation` and `Diary`:

```
bool b = true;
Diary d = new Diary();
Console.WriteLine(b);
Console.WriteLine(d);
```

We can use this same tool with every type because every type inherits from `Object`!

Under the hood, `Console.WriteLine()` uses `ToString()`, which is defined in `Object`. Every object needs some kind of `string` representation to be printed in text. These two lines are equivalent:

```
Console.WriteLine(b);
Console.WriteLine(b.ToString());
```

## ☒ Instructions

1.

Let's prove to ourselves that `ToString()` is used when printing to the console.

First, override the `ToString()` method in the `Diary` class. Have the method return the string `"Surprise!"`.

Hint



Here's the signature for `ToString()`:

```
public override string ToString()
```

2.

Back in **Program.cs**, construct a `Diary` object and pass it directly to `Console.WriteLine()`.

You should see your surprise printed!

Hint



Here's example in which a `Random` instance is constructed and printed to the console:

```
Random rand = new Random();  
Console.WriteLine(rand);
```