Invocation virtual property from constructor

using System;

internal class A

{

public virtual String ClassName { get { return "A"; }}

public A()

{

Console.WriteLine($"A:{ClassName}");

}

}

internal class B : A

{

public override String ClassName { get { return "B"; }}

public B()

{

Console.WriteLine($"B:{ClassName}");

}

}

internal class Program

{

private static void Main(string[] args)

{

Console.WriteLine($"Main:{(new A()).ClassName}");

Console.WriteLine($"Main:{(new B()).ClassName}");

}

}

Output:

A:A  
Main:A  
A:B  
B:B  
Main:B