

METHOD OVERLOADING PROGRAM→

using System;

public class Animal{

public virtual void eat(){

 Console.WriteLine("Eating...");

 }

}

public class Dog: Animal

{

public override void eat()

 {

 Console.WriteLine("Eating bread...");

 }

}

public class TestOverriding

{

public static void Main()

 {

 Dog d = **new** Dog();

 d.eat();

 }

}