using System;

namespace inheritance

{

class Person //parent class

{

public string FirstName = "pravita"; // Person field

public string LastName = "dawkar"; // Person field

public void run() // Person method

{

Console.WriteLine(" pravita is good in run");

}

}

class Devloper:Person //child class

{

public string Department = "IT ";// Devloper field

public void coding() // Person method

{

Console.WriteLine(" she is a good in devlopment");

}

}

class Program

{

static void Main(string[] args)

{

//create a new obj -----single inheritance-----

Devloper person1 = new Devloper();

Console.WriteLine(" Fulname:" + person1.FirstName + " " + person1.LastName );

person1.run();

Console.WriteLine("she is from" + person1.Department);

person1.coding();

}

}

}