using System;

public class Shape

{

public virtual void draw()

{

Console.WriteLine("Hello I am drawing...");

}

}

public class Rectangle : Shape

{

public override void draw()

{

Console.WriteLine("I am drawing rectangle...");

}

}

public class Circle: Shape

{

public override void draw()

{

Console.WriteLine("I am drawing circle...");

}

}

public class TestPolymorphism

{

public static void Main()

{

Shape s;

s = new Shape();

s.draw();

s = new Rectangle();

s.draw();

s = new Circle();

s.draw();

Console.Read();

}

}