using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace ConsoleApplications

{

class Class6

{

Class6(Pointer argPointer, int aNumber)

{

Console.WriteLine(new Pointer(argPointer)(aNumber) - 1);

}

delegate int Pointer(int aVar);

static int Increment(int aNumber)

{

Console.Write(aNumber);

return aNumber + 1;

}

static void Main()

{

new Class6(new Pointer(Increment), new Pointer(Increment)(35));

}

}

}