Concepts of C#

1.Namespace

2.class

3.structures

4.Inheritance

5.Method overhiding

6.Method Overriding(polymorphism)

7.Method Overloading

Inheritance :

Inheritance is used to derive a class methods from another class.It make easy to reuse the code. It have base & derived class.

A class can inherit from another class to use all methods from base class.

Class A

{

Public void Getdata()

{

Console.writeline(“print”)

}

}

Class B : A

{

Public void GetUserData()

{

}

}

Class B

{

B b1 = new B();

B1. GetUserData();

B1.GetData();

}

🡪Derived class can access the methods of base class & also methods in itself.

MethodOverhiding:

If a base class & derived class have the same methods with same name.

If we create the instance of the method of derived class, default it will invoke the method in derived class.

Ex:

Class A

{

Public void Getdata()

{

Get some data;

}

}

Class B : A

{

Public new void Getdata ()

{

}

}

Class Main

{

B b1 = new B();

B1.GetData(); ----it will calls the derived class method

}

we will hide the base class method with keeping new keyword in derived class

if we want to invoke base class method we will use base class type casting.

Class Main

{

B b1 = new B();

((A)B1).GetData(); ----it will calls the base class method

}

Method overriding: