namespace ConsoleApp2

{

class Animal

{

public virtual string speak(int x) {

return "silence";

}

}

class Cat : Animal

{

public string speak(int x) { return "meow"; }

}

class Dog : Animal

{

public string speak(short x) {

return "bow-wow";

}

}

internal class Program

{

static void Main(string[] args)

{

Animal d = new Dog();

Console.Write(d.speak(0));

}

}

}

In the above code We are overriding speak method with different type so it is not overriding but overloading the method so it is calling method of Animal Class if We have to override method we have to override with same datatype int and with override keyword

