1. SL10

源代码：

using System;

namespace A

{

class Vehicle

{

string name;

public string Name

{

get { return name; }

set { name = value; }

}

public virtual void Move()

{

Console.WriteLine("{0}都可以移动", Name);

}

}

class Train : Vehicle

{

public override void Move()

{

Console.WriteLine("{0}在铁轨上行驶", Name);

}

}

class Car : Vehicle

{

public override void Move()

{

Console.WriteLine("{0}在公路上行驶", Name);

}

}

class Program

{

static void Main(string[] args)

{

Vehicle vehicle = new Vehicle();

Train train = new Train();

Car car = new Car();

Vehicle[] vehicles = { vehicle, train, car };

vehicle.Name = "交通工具";

train.Name = "火车";

car.Name = "汽车";

vehicles[0].Move();

vehicles[1].Move();

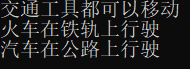
vehicles[2].Move();

}

}

}

运行截图：



1. SL11

源代码：

using System;

namespace A

{

public abstract class Market

{

public string Name { get; set; }

public string Goods { get; set; }

public abstract void Shop();

}

public class WallMarket : Market

{

public override void Shop()

{

Console.WriteLine(Name + "购买" + Goods);

}

}

public class TaobaoMarket : Market

{

public override void Shop()

{

Console.WriteLine(Name + "购买" + Goods);

}

}

class Program

{

static void Main(string[] args)

{

Market market = new WallMarket();

market.Name = "沃尔玛";

market.Goods = "七匹狼西服";

market.Shop();

market = new TaobaoMarket();

market.Name = "淘宝";

market.Goods = "韩都衣舍花裙";

market.Shop();

Console.ReadLine();

}

}

}

运行截图：



1. SL12

源代码：

using System;

namespace A

{

interface IPerson

{

string Name { get; set; }

int Age { get; set; }

void Speek();

void Work();

}

class Student : IPerson

{

public string Name { get; set; }

private int age;

public int Age

{

get

{

return age;

}

set

{

if (age > 0 && age < 120)

{

age = value;

}

}

}

public void Speek()

{

Console.WriteLine(Name + ":老师好");

}

public void Work()

{

Console.WriteLine(Name + "同学开始记笔记");

}

}

class Teacher : IPerson

{

public string Name { get; set; }

private int age;

public int Age

{

get

{

return age;

}

set

{

if (age > 0 && age < 120)

{

age = value;

}

}

}

public void Speek()

{

Console.WriteLine(Name + "：同学们好");

}

public void Work()

{

Console.WriteLine(Name + "老师开始上课");

}

}

class Program

{

static void Main(string[] args)

{

IPerson[] person = new IPerson[] { new Student(), new Teacher() };

person[0].Name = "peter";

person[0].Age = 20;

person[1].Name = "mike";

person[1].Age = 40;

person[0].Speek();

person[1].Speek();

Console.WriteLine();

person[1].Work();

person[0].Work();

Console.ReadLine();

}

}

}

运行截图：

