PRINCIPLES OF PROGRAMMING LANGUAGES

PRACT. Implement dynamic/runtime polymorphism in C#.

```
using System;
namespace ATC
{
   public class Parent
   {
      public virtual int Show()
      {
         return 1;
      }
   }
   public class Child : Parent
   {
      public override int Show()
      {
         return 2;
      }
   }
   class CSE
   {
      static void Main(string[] args)
      {
         Parent obj = new Child();
         Console.WriteLine("Show :" + obj.Show());
         Console.ReadKey();
      }
```

```
  }
}
```

Related posts:

1. Implement Encapsulation in C#
2. Implement Inheritance in C#
3. program in Java to implement concurrent execution of a job using threads.
4. program in Java to implement exception handling
5. Call by reference in C++
6. Call by value in C++
7. Implementation of pointers in C++
8. Memory Implementation of 3D Array.
9. Memory Implementation of 2D Array.
10. Static polymorphism in C#