

P2NC.01.084 Programming with C#

Exercise # 5

Question # 1: Marks (1.5)

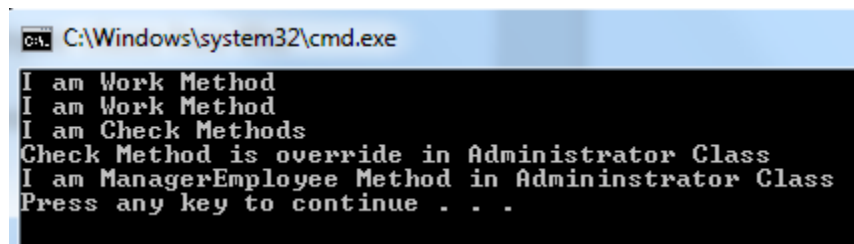
Create two classes, **Employee and Administrator**. Employee class has the two methods like **Check and Work**.

We want the **Administrator class** to have the same methods **Check and Work**, but Check Method differently implemented and one extra method, **ManagerEmployee**.

Methods call in Main Method:

```
emp.Work();
admin.Work();
emp.Check();
admin.Check();
admin.ManagerEmployee();
```

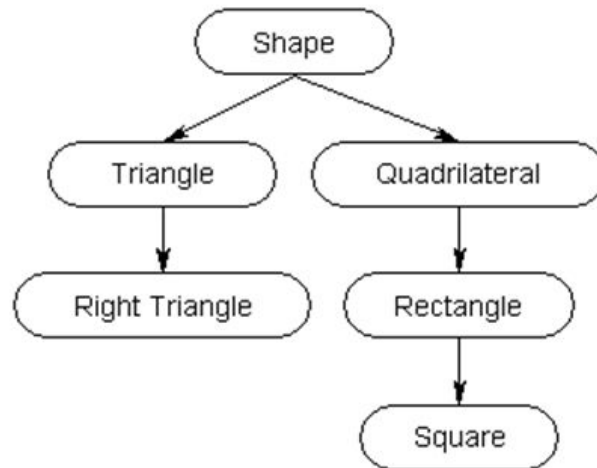
Outcome:



```
C:\Windows\system32\cmd.exe
I am Work Method
I am Work Method
I am Check Methods
Check Method is override in Administrator Class
I am ManagerEmployee Method in Admininstrator Class
Press any key to continue . . .
```

Question # 2: Marks (2.5)

The inheritance is shown in following diagram. The **Shape** is base class and the others classes are derived (Child). You have to develop a program which explain the inheritance of the Triangle class from the base class (Shape).



Base Class (Shape): In this class have two-member variables such as **Width and Height** and one method such as **DisplayDim()**. The DisplayDim() method shows the values of height and width.

Derived Class (Triangle): This class derived from base class (Shape) and have member variable such as **Style** and two methods such as **Area()** and **DisplayStyle()**. The **Area() method** return back area based on provide **Height and Width** values from **Main Method**. The DisplayStyle() method return back the Triangle style which is also provided from **Main Method**.

If I provided following values from **Main Method**. So its generate following output, if user provided following value:

Info for Tiangle 1:

```
Width = 4.0;
Height = 4.0;
Style = "isosceles";
```

Info for Tiangle 2:

```
Width = 8.0;
Height = 12.0;
Style = "right";
```

```
C:\Windows\system32\cmd.exe
Info for t1:
Triangle is isosceles
Width and height are 4 and 4
Area is 8
Info for t2:
Triangle is right
Width and height are 8 and 12
Area is 48
Press any key to continue . . .
```