

**PRINCIPLES OF PROGRAMMING LANGUAGES****PRACT.** Implement static/runtime polymorphism in C#.

using System;

namespace ATC

{

public class ATC

{

void Show(int a)

{

Console.WriteLine("int a = {0}",a);

}

void Show(double a)

{

Console.WriteLine("double a= {0}", a);

}

static void Main(string[] args)

{

ATC obj = new ATC();

obj.Show(5);

obj.Show(5.5);

Console.ReadKey();

}

}

}

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