# Polymorphism: virtual, override, new

**The goal for this exercise** is provided you with some guidance about the more nuanced details of C#’s polymorphism-related keywords.

In order to get a good grip on how the virtual, override, and new keywords work, download the "Inheritance.zip" file from the website, and examine in detail. The first two demos illustrate useful, normal situations that you can expect to routinely encounter while programming in C#. The C# Oddity #1, and C# Oddity #2, you can expect to encounter substantially less frequently, but is good to understand, in order to get a thorough understanding of the C# language.

**What you need to do for this exercise:**

1. You are not required to produce anything for this exercise, although be aware that this topic makes for great quiz/exam question fodder.