|  |  |
| --- | --- |
| **TemplateMethod** | |
| **Line** | **Code** |
| **1**  **2**  **3**  **4**  **5**  **6**  **7**  **8**  **9**  **10**  **11**  **12**  **13**  **14**  **15**  **16**  **17**  **18**  **19**  **20**  **21**  **22**  **23**  **24**  **25**  **26**  **27**  **28**  **29**  **30**  **31**  **32**  **33**  **34**  **35**  **36**  **37**  **38**  **39**  **40**  **41** | //Shows two versions of the same algorithm  **using** System;  **namespace** TemplateMethod {  **abstract class** Algorithm {  **public void** TemplateMethod() {  **string** s = Step1() + Step2();  Console.WriteLine(s);  }  **public abstract string** Step1();  **public abstract string** Step2();  }  **class** AlgorithmV1 : Algorithm {  **override public string** Step1() {  **return** "AlgorithmV1:Step1 ";  }  **override public string** Step2() {  **return** "AlgorithmV1:Step2 ";  }  }  **class** AlgorithmV2 : Algorithm {  **override public string** Step1() {  **return** "AlgorithmV2:Step1 ";  }  **override public string** Step2() {  **return** "AlgorithmV2:Step2 ";  }  }  **class** Program {  **static void** Main(**string**[] args) {  Algorithm m1 = **new** AlgorithmV1();  Algorithm m2 = **new** AlgorithmV2();  m1.TemplateMethod();  m2.TemplateMethod();  Console.ReadKey();  }  }  } |