class Animal

{

public void Eat() { Console.WriteLine("Eating."); }

public override string ToString()

{

return "I am an animal.";

}

}

class Reptile : Animal { }

class Mammal : Animal { }

class UnSafeCast

{

static void Main()

{

Test(new Mammal());

// Keep the console window open in debug mode.

System.Console.WriteLine("Press any key to exit.");

System.Console.ReadKey();

}

static void Test(Animal a)

{

// Cause InvalidCastException at run time

// because Mammal is not convertible to Reptile.

Reptile r = (Reptile)a;

}

}