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;

 }

}