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W08 Inheritance Essay

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Inheritance is a way of creating classes that can be reused or extended. The parent class creates the base functions and contains a method that contains the main variables in the program. The child classes contain the child functions and contains a method with alternate variables. The code is beneficial in many ways. First of all, it makes the code easy to reuse. It reduces the size of the code, making the code easier to read and understand. It also makes it easier to call the variables that are stored in the parent class.

One major example of inheritance I wrote from the program is each of the three activity classes (Reflect, Listing, and Breathing) that are inherited from the main Activity class. Each class contains their own method that call in their own variables that represent a description. For example the Breathing class contains the \_descriptionBrth variable that stores the description of the breathing activity. It then returns it in the GetBreathDescrpt() function. The same applies to the Reflecting and Listing activities. However, the main Activity class contains a method that contains two variables which are \_startMessage and \_endMessage. These returned in the same two functions (GetStartMessage() and GetEndMessage()). Even though they are the same methods, they return two different messages for each activity which are written out in the main program.