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Mapping:

```
pragma solidity ^0.5.0;
```

```
contract Mapping {

    struct Students{
        string name;
        string grade;
        uint marks;
    }

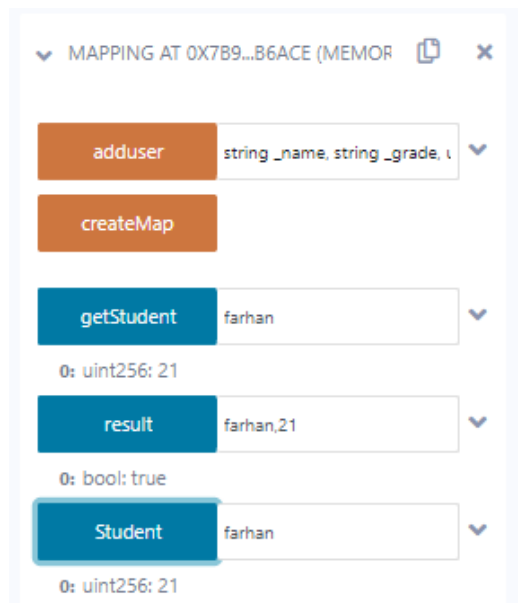
    mapping(string => uint) public Student;
    mapping(string => mapping(uint256 => bool)) public result;

    Students[] student;

    function adduser(string memory _name,string memory _grade, uint256
_marks)public {
        student.push(Students(_name, _grade,_marks));
    }

    function createMap()public {
        for(uint256 i = 0; i < student.length; i++){
            uint mark = student[i].marks;
            string memory name = student[i].name;
            Student[name] = mark;
            if(mark < 20){
                result[name][mark] = false;
            } else {
                result[name][mark] = true;
            }
        }
    }

    function getStudent(string memory _name)public view returns
(uint256) {
        return Student[_name];
    }
}
```



Inheritance:

```
pragma solidity ^0.5.0;
```

```
contract quadrilateral{
    int public sides = 4;
    int public sumAngles = 360;
}

contract rombus is quadrilateral{
    bool public sidesConcurent = true;
}

contract reactangle is quadrilateral{
    bool public angleConcurent = true;
}

contract square is rombus,reactangle{
}
```



▼ RECTANGLE AT 0X9D8...A5692 (MEMORY)  

angleConcurrent

0: bool: true

sides

0: int256: 4

sumAngles

0: int256: 360

▼ ROMBUS AT 0XD4F...2CBEE (MEMORY)  

sides

0: int256: 4

sidesConcurrent

0: bool: true

sumAngles

0: int256: 360

▼ SQUARE AT 0X5FD...9D88D (MEMORY)  

angleConcurrent

0: bool: true

sides

0: int256: 4

sidesConcurrent

0: bool: true

sumAngles

0: int256: 360