

# Inheritance

Inheritance in C# is a fundamental concept of object-oriented programming that allows a new class (derived class) to inherit the properties and methods of an existing class (base class). This provides a way to reuse existing code and create more specific implementations of general concepts.

## Key Points

- **Base Class:** The class whose members are inherited. Think of it as the parent class.
- **Derived Class:** The class that inherits the members of the base class. Think of it as the child class.
- **Reusability:** Enables code reuse. If you have a method or property in a base class, you don't need to rewrite it in derived classes.
- **Extensibility:** Derived classes can add new members or override inherited methods to provide specific implementations.

In C#, there are several types of inheritance that you can use to create complex and reusable code structures. Here's a rundown:

### 1. Single Inheritance

- **Definition:** A class inherits from only one base class.
- **Example:**

```
public class Animal
{
    public void Eat() => Console.WriteLine("Eating");
}

public class Dog : Animal
{
    public void Bark() => Console.WriteLine("Barking");
}
```

### 2. Multilevel Inheritance

- **Definition:** A class inherits from a base class, and another class inherits from that derived class.
- **Example:**

```
public class Animal
{

```

```

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

public class Dog : Animal
{
    public void Bark() => Console.WriteLine("Barking");
}

public class Puppy : Dog
{
    public void Weep() => Console.WriteLine("Weeping");
}

```

### 3. Hierarchical Inheritance

- **Definition:** Multiple classes inherit from a single base class.
- **Example:**

```

public class Animal
{
    public void Eat() => Console.WriteLine("Eating");
}

public class Dog : Animal
{
    public void Bark() => Console.WriteLine("Barking");
}

public class Cat : Animal
{
    public void Meow() => Console.WriteLine("Meowing");
}

```

### 4. Multiple Inheritance (Interface-based)

- **Definition:** A class can implement multiple interfaces.

- **Example:**

```
public interface IWalkable
{
    void Walk();
}
```

```
public interface ISwimmable
{
    void Swim();
}
```

```
public class Duck : IWalkable, ISwimmable
{
    public void Walk() => Console.WriteLine("Walking");
    public void Swim() => Console.WriteLine("Swimming");
}
```

## 5. Hybrid Inheritance

- **Definition:** A combination of two or more types of inheritance.
- **Example:** C# does not directly support multiple class inheritance, but it can be achieved through interfaces.

## Summary

- **Single Inheritance:** One class inherits from another.
- **Multilevel Inheritance:** Derived class is further inherited by another class.
- **Hierarchical Inheritance:** Multiple classes inherit from one base class.
- **Multiple Inheritance:** Implemented through interfaces.
- **Hybrid Inheritance:** Combination of multiple types of inheritance.