1. Inheritance is the design decision of making a class that “inherits” from a base class. In its simplest form, the terminology used is that the derived class is a specialized type of the base class.
2. Hierarchical inheritance example: Ants are the base class in a simulation. Child classes include gatherer ants, builder ants, and queen ants. All ants have antennae, but some can lift more than others. And the queen ant has the ability to add more ants of gatherer and builder type to the hive ( ant array[])
3. An abstract class is a base class that cannot be instantiated because it has virtual member functions, which are not defined, for the base class.
4. An object of a base class can be treated as an object of its corresponding child class.
5. The following class is an example of multiple inheritance.