INHERITANCE

Is an OOP technique used to **inherit** attributes and methods from one class to another.

SUPERCLASS

The class where we will inherit the attributes and methods.

EXTENDS Keyword

Used after the class name and it indicates that the certain class will inherit from another class.

USING Inheritance

Extends keyword after subclass name

```
modifiers class  subClassName extends superClassName
 {

     //Attributes & methods

 }

class person {

    String name, sex;
    Int age;

    //methods
            }
```

```
class toddler extends person
    {

        void drink()
            {
        //Print "drinking milk"

            }
        }
```

OVERRIDING Constructors

You are required to call the constructor of the superclass.

```
class person
    {

    person(arguments)
        {
    //constructor
        }

    }


class toddler extends person
        {

    toddler(arguments)
            {
            super(arguments);
```

```
                    //add attributes
                  }


          }
```

SUPER Keyword

Super keyword can only be used by a subclass and it is used to call their superclass so we can access their constructors, attributes and methods.

OVERRIDING Methods

To retain the Functionality from the Super Class use the Super Keyword w/ the Method Name.

```
class person
     {

       void checkStatus()
              {
         //output attributes
              }


       }
class toddler extends person
         {

         void checkStatus()
```

```
{
 super.checkStatus ();
  //add Functionalities
  }

}
```