Heritance is a concept in object oriented programming that involves creating a class (the child class) that derives (or inherits) from another class (the parent class). This means that the child class has direct access to any of the public or protected methods, fields, or properties inside the parent class. The child class cannot directly access anything with a private access modifier; it can only access those things through public methods and properties. The primary benefit of inheritance is you can create a base class that has methods and attributes that multiple other similar classes can inherit from rather than rewriting those methods and attributes in each class. One example of this in the program from this week is the DislpayStartMesssage method I wrote in the base Activity class. This method displays a message that includes the name and description of the activity. Because Activity also has member variables for the name and description of the activity that are initialized in the constructor, the same method can be used in each of the other child classes.