Inheritance:

It is when one class can use attributes and methods from another class without typing them. In this way, the programmer reduces the number of lines of code, so that the programmer creates attributes and methods that will be used in general. After it, the programmer could create specific attributes and methods for each class.

Application:

Salary payment system. In this system, some attributes such as names, area, ID employment, tax discounts, and general discounts could be common for other classes. Other attributes could be specified, such as overtime hours, price of each overtime hour, amount of overtime, payment for holidays, or disabilities.

General methods that could be used by other classes could be shown employer information, total salary. Specific methods could be used to calculate the number of hours of overtime and calculate the payment for this.

Code Example:

