As the name says, inheritance is things that are passed to others, in programmation are classes that others function can use, normally when you have programming that has a lot of functionalities you can’t repeat all in every function for this reason use inheritance and call the class. For example, when we have a program with personages, in all the personages you need to put the actions to run, hit, heal, etc. The easiest is to put these actions with inheritance and not repeat them in every personage, in this way you make that every personage has the same action and only needs the put the actions that make it personage different as we see in encapsulation.

In my code the example is it:

// Base class for activities

public abstract class Activity

{

// ... (existing code)

// Abstract method to be implemented in derived classes

public abstract void DoActivity();

}

// Derived class for Breathing activity

public class BreathingActivity : Activity

{

// ... (existing code)

public override void DoActivity()

{

// Specific implementation for Breathing activity

}

}

// Derived class for Reflection activity

public class ReflectionActivity : Activity

{

// ... (existing code)

public override void DoActivity()

{

// Specific implementation for Reflection activity

}

}

// Derived class for Listing activity

public class ListingActivity : Activity

{

// ... (existing code)

public override void DoActivity()

{

// Specific implementation for Listing activity

}

}

// Derived class for Running activity

public class RunningActivity : Activity

{

// ... (existing code)

public override void DoActivity()

{

// Specific implementation for Running activity

}

}