Discussion 11

<https://www.developer.com/lang/article.php/3642656/Designing-with-Interfaces-amp-Abstract-Classes.htm>

Inheritance is very necessary and useful in Object-Oriented Programming. However, it is not always the best option in all situations. Subclasses can only inherit from one superclass, and this often introduces a lack of flexibility in your code. Interfaces on the other hand can be implemented by multiple classes, so this would be a much better option, if that is the functionality your program requires. I would use interfaces rather than just simply using inheritance for this reason. Another reason would be to utilize the ability to allow, or even require, classes to utilize similar method functionality defined in the interface. Interfaces are also a good way to take advantage of multiple inheritance, without actually using genuine multiple inheritance. (for example, in languages that don’t allow multiple inheritance)

Notes:

Interfaces 🡪 generally better when unrelated classes need similar method functionality – “can do” relationships

Inheritance 🡪 always directly related and follow the “is a” relationship[