The Class that is being Inherited from is called the Parent, and the inheriting class is called the child. Items in the parent class will also be available in the child class. Private, public, and protected are the access modifiers. Private won’t be accessible in child class. Protected acts as an in-between of public and private, means only the parent and child classes have access. Most scripts inherit from the monobehavior class, to access transform and game object. :class names tell the script what class it is inheriting from. Erase to not have inheritance. Constructors are an exception to what is inherited by child classes, because they are unique and never shared. When a constructor is called in the child class, the constructor of the parent class is called before. Keyword; :base(“parameter”).