Inheritance is a great tool in object-oriented programing. It allows classes within your program to inherit properties of its parent class. Not only is this more efficient for one, as it cuts down on duplicate code, but also if any changes need to be made to the parent class it will affect all the children’s classes within it. The main benefit, in my opinion of way inheritance is important, is that it helps break down complex problems into smaller more manageable tasks.

For example, if I wanted to create many different animal objects in a class, I could use a child class that inherits relative properties of the animal class.

public class Animal {

    public string Name {get; set;}

    public int Age {get; set;}

public class Cat: Animal {

    public string Breed {get; set;}

public string speaks ("bark");

}

public class Dog: Animal {

    public string Breed {get; set;}

public string speaks ("Meow");

}

Each class animal will have a name and age, however the cat, and dog class both speak differently as well as being completely different breeds.