

```
class Food
  var name: String
```

Convenience

`init()`

Designated

`init(name)`

```
class RecipeIngredient: Food
  var quantity: Int
```

Inherited

`init()`

Convenience

`init(name)`

Designated

`init(name,
quantity)`

```
class ShoppingListItem: RecipeIngredient
  var purchased = false
```

Inherited

`init()`

Inherited

`init(name)`

Inherited

`init(name,
quantity)`