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Inheritance -Articulate

Brother Hayes CSE210

1. Inheritance is when a class is given access to functions from another class without having to create an instance.
2. Inheritance is great because of how it streamlines your code and saves you a lot of time when making programs. Being able to write a function once and use it on multiple different classes without having to type it a bunch or copy and paste it over is amazing!
3. For the mindfulness program that we worked on Inheritance was super nice to have because I was able to write 7 function one time that could be used in all 3 of the activity subclasses. It made writing the application super enjoyable because bug fixing took seconds! If there was an issue with one of my functions I only had to go to one place to fix it and it worked everywhere it was called in the program. In previous coding experiences I had go through and test every single class or function everywhere it was called to make sure it worked properly due to duplicate code. This time through didn’t have to worry about that at all!.
4. // Activity Class //
5. public int StartActivity(string activity, string description)
6. {
7. SetActivityName(activity);
8. SetDescription(description);
9. DisplayIntroText();
10. \_duration = GetUserInt();
11. Console.WriteLine();
12. DisplayReadyPrompt();
13. LoadingAnimation(5);
14. return \_duration;
15. }

Reflection Class

1. public void Start()
2. {
3. Random \_random = new Random();
4. \_userTime = StartActivity(\_activityName, \_description);
5. Console.WriteLine();
6. int prompt = \_random.Next(1,\_prompts.Count()-1);
7. DisplayThought(prompt);
8. DisplayQuestion(\_userTime, \_random);
9. DisplayEndPrompt();
10. }

This allowed me to call all of those functions from the Base class Activity in one line of code for Reflection without having to create an instance of the Class.