1]The feature of C# that helps to reuse the existing software is inheritance.

Inheritance is a process in which one object acquires all the properties and behaviours of its parent object automatically. In such way, you can reuse, extend or modify the attributes and behaviours which is defined in other class.

In C#, the class which inherits the members of another class is called derived class and the class whose members are inherited is called base class. The derived class is the specialized class for the base class.

With the help of Inheritance one can reuse the members of your parent class. So, there is no need to define the member again. So less code is required in the class.

Interface:

An interface is a description of the actions that an object can do.

Interface in C# is a blueprint of a class. It is like abstract class because all the methods which are declared inside the interface are abstract methods.

Interface is a code structure that defines a contract between an object and its user.

It contains a collection of semantically similar properties and methods that can be implemented by a class or a struct that adheres to the contract.

Benefits:

Interface is the way to implement multiple inheritance.

It specifies what the class must do.

We can hide the code(class) using interface.

It is an abstract class which is not used to create any object.