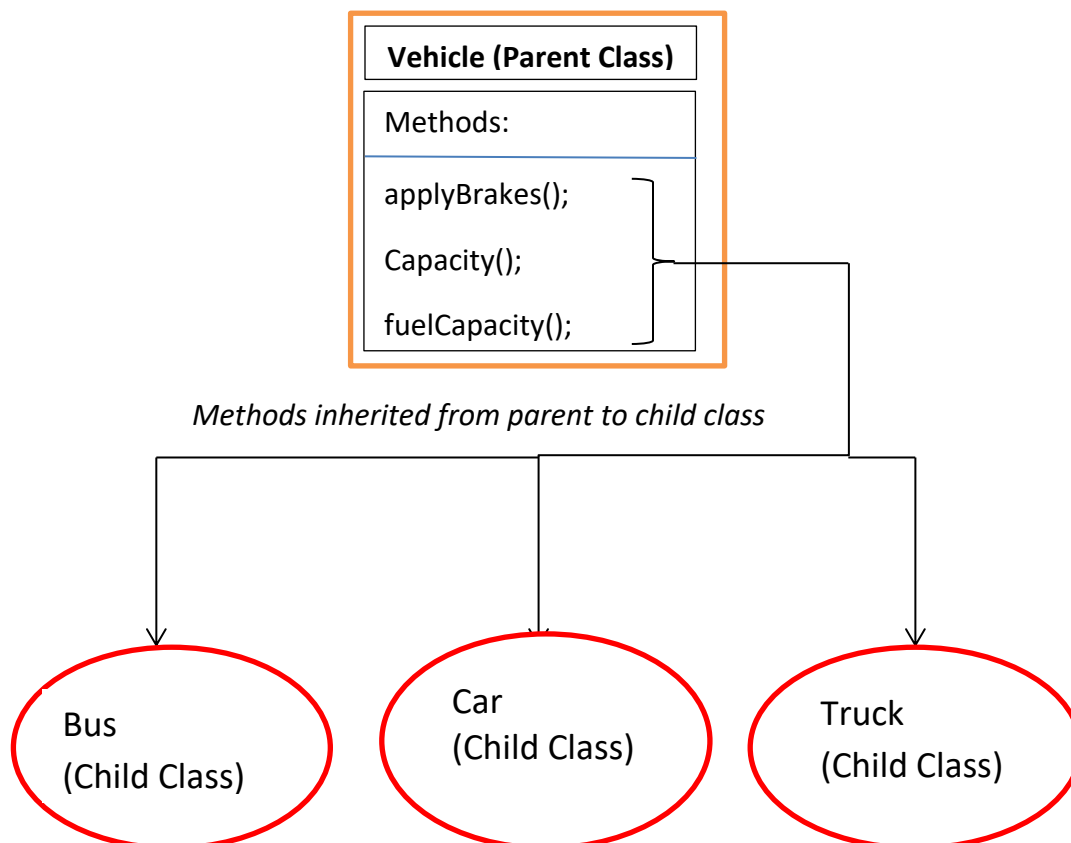**Question1->** *Discuss the ways using suitable examples in which inheritance promotes software reuse, saves time during program development and helps prevent errors.*

Answer1-> *Inheritance is a process in which one object or child class automatically acquires property and behavior of its parent class. The member function or methods declared in parent class can be reused and are same in as many child classes and that property is called software reuse.*

*When we use software again and again it is **time saving** and it is also saving from **duplication of code** again and again, and **reduces chances of error**.*

EXAMPLE:-

Vehicle (Parent Class)
Methods:
applyBrakes();
Capacity();
fuelCapacity();

Methods inherited from parent to child class

Bus
(Child Class)

Car
(Child Class)

Truck
(Child Class)

***In this example,** we have Vehicle as parent class and Bus, Car, Truck as child class. If we write all method for each vehicle separately, then there will be duplication and errors will be found and when we have to change anything, then all methods in each class has to be changed.*