**The concept of inheritance**

* Inheritance is the concept that allows one class to adopt attributes and the behaviors from another class. By so doing, it facilitates the reusability of code thus reducing redundancy and also facilitating the concept of polymorphism where subclasses can make references to the parent classes.

**Example**

**The parent class**

**Class Shape**

**{**

**open fun draw ()**

**{**

**println("Drawing a shape")**

**}**

**}**

**The child class**

**class Circle : Shape()**

**{**

**override fun draw()**

**{**

**println("Drawing a circle")**

**}**

**}**