

好处是能够更加灵活；坏处是会破坏类的继承层次

waring: 尽量避免使用

重名方法会破坏

```
class Person
```

    能被杀死

```
class EvilPerson(Person):
```

    干坏事

```
class GoodPerson(Person):
```

    干好事

```
class BountyHunter(EvilPerson, GoodPerson):
```

    ...