In coding, inheritance means that a child class can inherit or receive attributes and methods from a parent class. This can be accomplished without having to retype the same code in the child class, which is the main benefit of inheritance. A child class can be used and work any place the parent class can be used and work. Alternative terms for child/parent relationships include sub/super and derived/base.

In C# to create an inheritance relationship, the child class name is defined followed by a colon and then the parent class name. An example from this week’s assignment is as follows where BreathingActivity class inherits the attributes and methods that were previously defined in Activity class. Additional attributes and methods can be added in BreathingActivity class that are specific to this class.

public class BreathingActivity : Activity