

## Remove Duplicate Code

At the start of this lesson we had duplicate code in `Sedan` and `Truck`. We know that duplicated code leads to errors, so we created a superclass `Vehicle` to contain that code.

But one version of the duplicated code lives on in `Truck`! Once we have `Truck` inherit from `Vehicle` we can remove that code as well. At that point, we'll have three classes that have `Speed`, `LicensePlate`, `SlowDown()`, etc. but we'll have it written in only one place.

### ☒ Instructions

1.

Make `Truck` inherit from `Vehicle`:

Use colon syntax to announce that `Truck` inherits the `Vehicle` class.

Remove the duplicated properties and methods from `Truck`.

Hint



At this point, **`Truck.cs`** should only contain a `Weight` property and a constructor.

Make sure that `Vehicle` is listed before `IAutomobile`. The inherited class comes before any interfaces.