What is inheritance and why is it important?

Inheritance is the means for one class to obtain the attributes of another class directly. This is a way for the classes to use the same functions within a program to allow for the same type of function to run in different classes.

A huge benefit of this is one is able to make the different functions as private which means that the system will not be able to access the function unless it has been called by the other function. Inheriting the methods and attributes from one location means that you do not need to update the function in multiple places, only one.

An example of this is taken from my code, where I needed to have some kind of timekeeping system in place. I used a Stopwatch method and it was called into my ReflectingActivity function-- specifically in my DisplayQuestionsfunction, see it below:

public void DisplayQuestions(int seconds)

{

\_useQuestionsLIST.AddRange(\_questionsLIST); //creates a new list that can be destroyed each time.

Spinner spinner = new Spinner();

Console.WriteLine($"\nNow ponder on each of the following questions as they related to this experience.");

CountDown(8);

Console.Clear();

Stopwatch timer = new Stopwatch();

timer.Start();

while (timer.Elapsed.TotalSeconds < seconds)

{