Inheritance Introduction

HackerRank

Problem Statement

One of the important topics of Object Oriented Programming is Inheritance.Inheritance allows us to define a class in terms of another class, which allows us in the reusability of the code.Check out the code below:

```
class Triangle{
   public:
      void triangle(){
         cout<<"I am a triangle\n";
      }
};
```

The class Triangle has a function called triangle(). Now we create a class derived from the base class Triangle called Isosceles.

```
class Isosceles : public Triangle{
   public:
      void isosceles(){
         cout<<"I am an isosceles triangle\n";
      }
};
```

Now we can create a derived class object and use it to access the functions of the base class.

```
int main(){
   Isosceles isc;
   isc.isosceles();
   isc.triangle();
   return 0;
}
```

This code will print:

```
I am an isosceles triangle
I am a triangle
```

Now write a function in Isosceles class such that the output is as given below.

Sample Output

```
I am an isosceles triangle
In an isosceles triangle two sides are equal
I am a triangle
```