Inheritance is one of the most important features of the object-oriented programming language. It is a way of extending the functionality of a program, used to separate the code, reduces the dependency, and increases the re-usability of the existing code. Solidity supports inheritance between smart contracts, where multiple contracts can be inherited into a single contract. The contract from which other contracts inherit features is known as a base contract, while the contract which inherits the features is called a derived contract. Simply, they are referred to as parent-child contracts. The scope of inheritance in Solidity is limited to public and internal modifiers only.



