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Inheritance

These past two weeks, we have been given the task to learn about inheritance and apply it into our programming. Inheritance is an amazing concept that helps us programmers’ program with efficiency. Sometimes when we program it gets kind of repetitive when programming a lot of different methods and constructors. Fortunately, with inheritance, we can inherit, hence the name, a class to be a parent and have access to all those methods and constructors.

One of the main benefits of inheritance is that when you have multiple classes, and they have a lot of common “attributes” or “methods.” For example, we had to have a program about mindfulness and how we can try to be calmer. One of the most common themes with all the multiple classes was that they all had to have a welcome statement, a description, and an ending message of completion. You would create a parent function with those methods, and you would make that class the parents of all the other classes with those common things. It is useful instead of typing the same things over and over.

Here’s an example, you could have one of the methods of the parent function be the activity. It would have:

Public Activity(string welcome, string description, string end)

{

…

}

In the Breathing class, you could have:

Public Breathing(string welcome, string description, string end) : base(welcome, description, end).

The reason for base() is that it will show the program that it is grabbing those variables from the parent class and it would use those functions found in that class.