*Inheritance*

1. Inheritance reduces repetition by building a hierarchy of related classes that have features in common.
2. A class that inherits from a base class is said to be derived from the base class.
3. You specify that a given class derives from a base class using the colon (:) symbol followed by the name of the base class.
4. All classes derive methods from System.Object.
5. You can call a base class constructor from a derived class with the base keyword.
6. If you intend to hide a method in the base class, you can do it explicitly with the new keyword.
7. You can specify that a method is intended to be overridden with the virtual keyword in the base class and the override keyword in the derived class.
8. A field or method which can be accessed by a base or derived class, but not by anything outside those classes, can be defined using the protected accessibility modifier