10 exercises to practice Inheritance:

1. Create a base class Shape with properties for Length and Width. Create subclasses Rectangle and Square that inherit from Shape, with additional properties for Height and SideLength, respectively.
2. Create a base class Vehicle with properties for Make, Model, and Year. Create subclasses Car and Motorcycle that inherit from Vehicle, with additional properties for NumDoors and EngineSize, respectively.
3. Create a base class Animal with properties for Name, Type, and Age. Create subclasses Dog, Cat, and Fish that inherit from Animal, with additional properties for Breed, FurColor, and FinSize, respectively.
4. Create a base class Person with properties for Name and Age. Create subclasses Teacher and Student that inherit from Person, with additional properties for Subject and GPA, respectively.
5. Create a base class BankAccount with properties for AccountNumber, AccountHolder, and Balance. Create subclasses CheckingAccount and SavingsAccount that inherit from BankAccount, with additional properties for OverdraftLimit and InterestRate, respectively.
6. Create a base class Fruit with properties for Name and Color. Create subclasses Apple and Orange that inherit from Fruit, with additional properties for Variety and PeelThickness, respectively.
7. Create a base class Shape with methods to calculate the area and perimeter of the shape. Create subclasses Rectangle and Circle that inherit from Shape and override the CalculateArea and CalculatePerimeter methods.
8. Create a base class Employee with properties for Name, Salary, and EmployeeID. Create subclasses Manager and Clerk that inherit from Employee, with additional properties for Department and CustomerServiceRating, respectively.
9. Create a base class Vehicle with properties for Make, Model, and Year. Create subclasses Car and Truck that inherit from Vehicle, with additional properties for NumDoors and CargoCapacity, respectively.
10. Create a base class Animal with properties for Name, Type, and Age. Create subclasses Mammal and Bird that inherit from Animal, with additional properties for FurColor and WingSpan, respectively.