

## Lab\_3A

No, it doesn't make sense to use inheritance in this scenario?

Inheriting the Cylinder class from the Circle class is not appropriate because none of the methods or properties from the Cylinder class are relevant or useful in the context of the Circle class. Additionally, the Circle class cannot make valid superclass calls to the Cylinder class since it lacks the necessary attribute, 'height,' which is specific to cylinders and not applicable to circles.