

# Inheritance

- It is a process of acquiring features of an existing class into a new class
- It is used for achieving reusability
- features of base class will be available in derived class

```
#include <iostream>
using namespace std;

class Base
{
public:
    int a;
    void display()
    {
        cout<<"Display of Base "<<a<<endl;
    }
};

class Derived:public Base
{
public:
    void show()
    {
        cout<<"Show of Derived"<<endl;
    }
};

int main()
{
    Derived d;
    d.a=100;
    d.display();
    d.show();
}
```