* Explain the meaning of Inheritance
  + Inheritance is when child classes obtain attributes and methods from a parent class and use those attributes and methods.
* Highlight a benefit of Inheritance
  + A benefit of Inheritance is that it makes code reusable instead of needing to rewrite methods and variables for each class.
* Provide an application of Inheritance
  + An application of Inheritance is you may want to build a parent class for clocks that would have an attribute like telling the time, and then childe classes may consist of digital clocks, alarm clocks, grandfather clocks, etc…
* Use a code example of Inheritance from the program you wrote
  + The spinner function in my program is an example of inheritance because it is created in the parent class, but each of the child classes inherit it