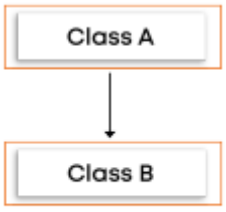
1. Single Inheritance:

In single inheritance, one class can extend the functionality of another class. In single inheritance, there is only one parent class and one child class.



Single Inheritance

Syntax:

```
class parent_class {
    //Body of parent class
};
class child_class: access_modifier parent_class {
    //Body of child class
};
```

Example:

```
#include<iostream>

using namespace std;
// Parent class
class Animal {
    public:
        void eat() {
            cout << "eating" << endl;
        }
};

// Child class
```

```
class Dog: public Animal {
    public: void bark() {
        cout << "barking";
    }
};

int main() {

    // Creating an object of the child class
    Dog obj;

    // calling methods
    obj.eat();
    obj.bark();

}
```

Output:

```
eating
barking
```