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Programming Exercises

Software Engineering

3.13 → What is inheritance in object-oriented technology? Give an example.

Inheritance is a core concept in the object oriented programming paradigm which provides a mechanism for establishing relationships & building heirarchies. It's a programming procedure that helps programmers reuse code by referencing behaviour & attributes of an object. It provides a method of arranging items (objects) from most general to most specific.

An object that inherits from another object is considered to be a subtype of that object, for example the "Person" class could be considered a base class from which more specific sections like a "Teacher" or "Student" class could be derived.

A class that inherits could be called the sub/derived/child class whereas the other class being inherited from could be called a base/parent/super class.