

- Exercise

In this lesson, we'll look at a few cases of inheritance's core guidelines and try to solve them on our own.

WE'LL COVER THE FOLLOWING ^

- Try it!

Try it!

A class hierarchy is constructed to represent a set of hierarchically organized concepts (only). Typically, base classes act as interfaces. There are two major uses for hierarchies, often named implementation inheritance and interface inheritance.

Read the class hierarchy rules in the given links:

[C.120: Use class hierarchies to represent concepts with inherent hierarchical structure \(only\)](#)

[C.121: If a base class is used as an interface, make it a pure abstract class](#)

[C.122: Use abstract classes as interfaces when the complete separation of interface and implementation is needed](#)

```
#include <iostream>

int main() {
    // Use for implementation as required
}
```



In the next lesson, we'll study constructor inheriting in detail.

