

Inheritance

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Inheritance the ability to create a class that inherits attributes and behaviors from an existing class. The newly created class is the derived (or child) class and the existing class is the base (or parent) class.

Inheritance is one of the key features of object-oriented programming. The benefits of Inheritance are part of the reason why structural programming can be replaced with object-oriented programming.

Inheritance in C# is designed at both implementation and at interface level. Implementation Inheritance involves code from one class that is reused in another, while interface Inheritance implies the Inheritance of only the signatures of functions from one type to another.

Inheritance is also known as generalization.

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