

Inheritance

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- Many objects have a **hierarchical** relationship
 - Examples: zoo, car/vehicle, card game, airline reservation system
- **Inheritance** allows software design to take advantage of relationships, supporting reuse
- Supports the IS-A relationship
 - what's the HAS-A relationship?

Terminology

- Base class/Parent class/Superclass
 - defines generic functionality
- Derived class/Child class/Subclass
 - **extends** or **specializes** base class