

Instructions: (Same as usual, you have **10 minutes**.)

____ / 3 pts.

Question 1 Inheritance is ...

- ... a way of implementing a class by re-using another class' code.
- ... impossible to represent in a UML diagram.
- ... achieved using the ; (semicolon) symbol.
- ... a way of connecting a *basic* class with a *derived* class.

____ / 7 pts.

Question 2 Assume given the following class implementation:

```
class Computer{
    private string brand;
    public void SetBrand(string brandP){ brand = brandP; }
    public Computer(string bP){ SetBrand(bP); }
    public override string ToString(){ return $"Brand: {brand}"; }
}
```

Write a Laptop class that

1. Inherits from `Computer`,
2. Has one single (automatic) property, called `ScreenSize`, of type `int`,
3. Has a constructor that takes 2 parameters of appropriate datatypes, and use them to set `brand` and `ScreenSize`,
4. Has a `ToString` method that returns a `string` containing the brand and screen size.