VehicleGameObject is derived from GameObject.
This means VehicleGameObject is everything GameObject is +more.

The code for this would be
class VehicleGameObject : public GameObject{...};
*note: In the scripts.dll source, there might be an inheritance in between or multiple inheritance. I did not check this code so it may look a bit different in the real source. This does however reflect how VehicleGameObject is a GameObject

You can ofcourse have this stacked
class X{...};

//Y is X +more
class Y : public X{...};

//Z is Y +more
class Z : public Y{...};
As Z derives from Y, and Y from X, Z is also an X.

Or multiple
class A{...};
class B{...};

class C : public A, B{...};
C is both an A and B, BUT A is not a B and B is not an A in this case.

http://www.cprogramming.com/tutorial/lesson20.html

Then you also get things like access modifiers and the virtual keyword that all affect inheritance behavior, but you can search that up when you need it