

Interface

Interface

- An interface is a classlike construct that contains only constants and abstract methods.
- In many ways, an interface is similar to an abstract class
- No constructors

Interface

- To distinguish an interface from a class, Java uses the following syntax to declare an interface:

```
public interface InterfaceName {  
    constant declarations;  
    method signatures;  
}
```

Example:

```
public interface Edible {  
    public abstract String howToEat();  
}
```

Interface

- Like an abstract class, you cannot create an instance from an interface using the new operator.
- You can use an interface as a data type for a variable, as the result of casting, and so on.
- All data fields are public final static and all methods are public abstract in an interface. For this reason, these modifiers can be omitted:

Interface

```
public interface T1 {  
    public static final int K = 1;  
  
    public abstract void p();  
}
```

Equivalent

```
public interface T1 {  
    int K = 1;  
  
    void p();  
}
```

Example

```
public interface Shape {  
    public double getArea(); // calculate area  
    public double getVolume(); // calculate volume  
    public String getName(); // return shape name  
}
```

Example

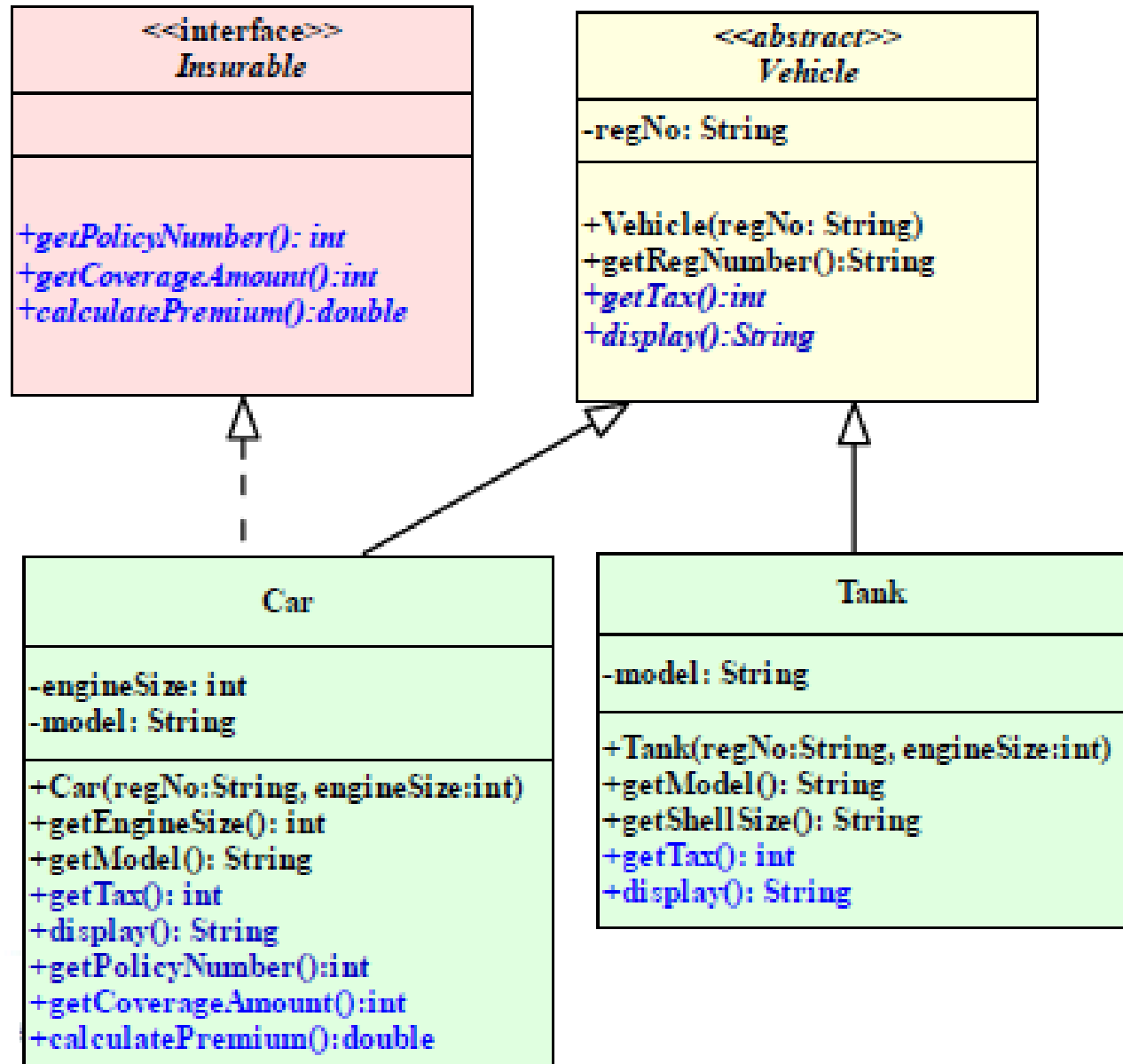
```
public class Point implements Shape {  
    private int x;  
    private int y;  
    public Point() {}  
    public Point( int x, int y ) { this.x = x; this.y = y;}  
    public double getArea() { return 0.0; }  
    public double getVolume() { return 0.0; }  
    public String getName() { return "Point"; }  
}
```

Implementing multiple interfaces

- `public class C extends Class1 implements Int1, Int2 {`

`}`

Example



Example

```
public class Car extends Vehicle implements  
    Insurable, Drivable, Sellable {  
  
    .....  
  
}
```