



SNS COLLEGE OF ENGINEERING

Coimbatore-107
An Autonomous Institution

COURSE NAME : 23CSB201 & Object Oriented Programming

II YEAR/ III SEMESTER

UNIT – II INHERITANCE, PACKAGES, INTERFACE

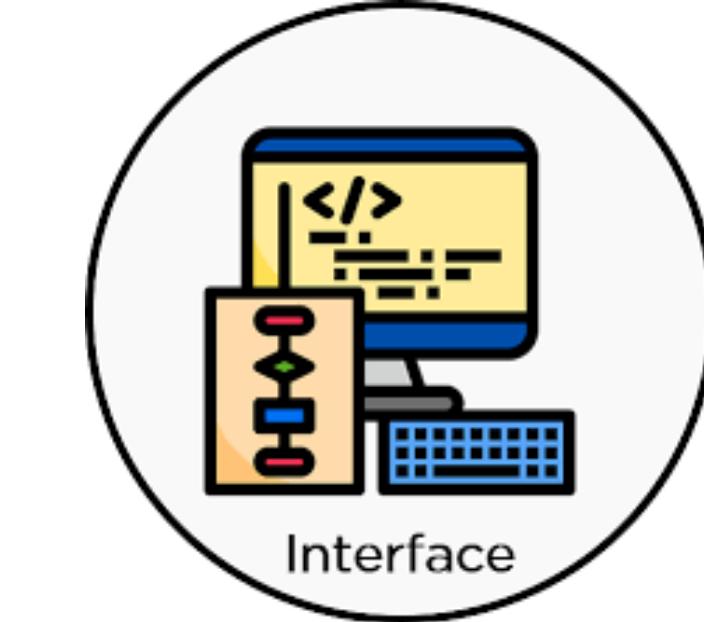
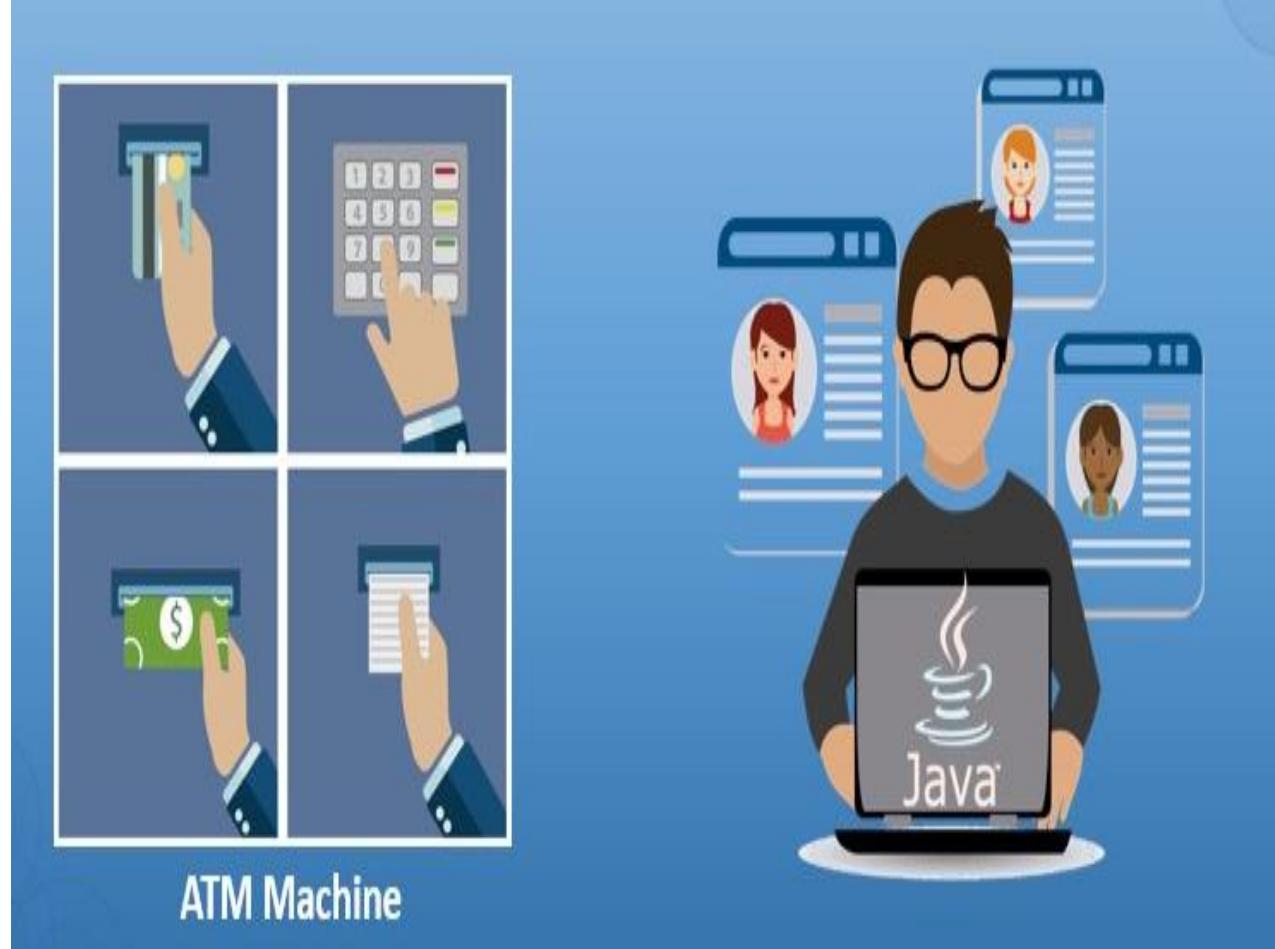
Topic: Interfaces

Dr.P.Poonkodi

Assistant Professor(SG)

Department of Computer Science and Technology

Real time example





Introduction

- blueprint of a class
- It has static constants and abstract methods
- mechanism to achieve abstraction through multiple inheritance
- only abstract methods in the Java interface, not method body
- **represents the IS-A relationship**

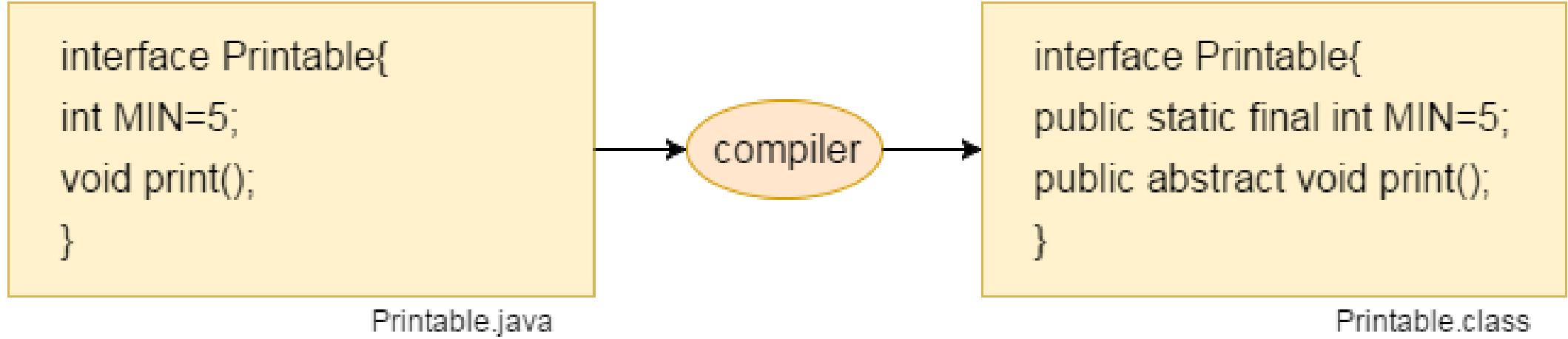


Interface Declaration

- An interface is declared by using the **interface** keyword
- provides total abstraction
 - methods in an interface are declared with the **empty body**, and all the fields are **public, static** and **final** by default
- Syntax

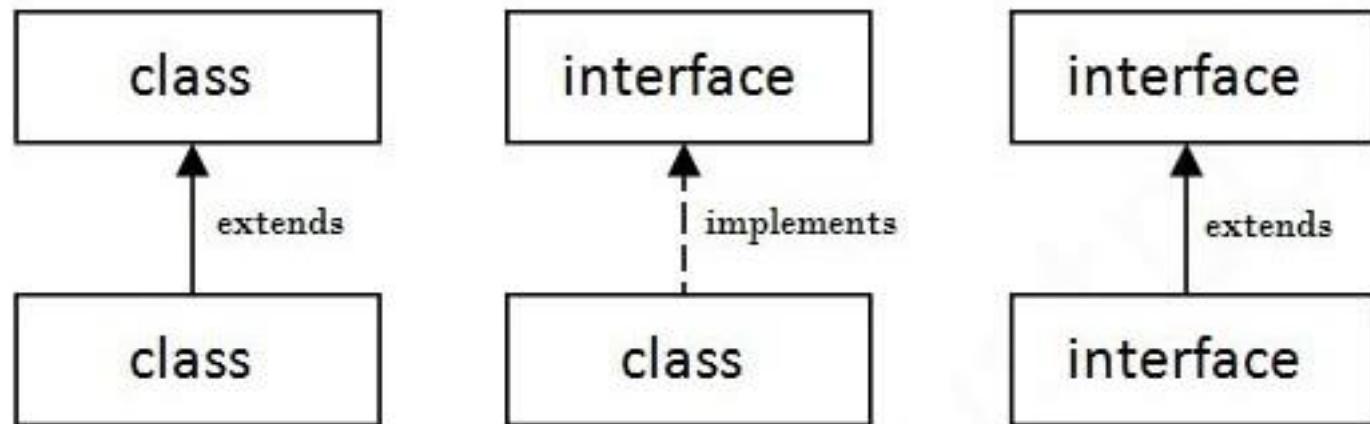
```
interface <interface_name>{  
  
    // declare constant fields  
    // declare methods that abstract  
    // by default.  
}
```

Internal addition by the compiler



Relationship between classes and interfaces

- a class extends another class
- an interface extends another interface
- but a **class implements an interface**





Example

```
interface printable
{
    void print();
}

class A implements printable
{
    public void print(){System.out.println("Hello");}
}

public static void main(String args[])
{
    A obj = new A();
    obj.print();
}
```



Interface Example: Drawable

```
interface Drawable
{
    void draw();
}

class Rectangle implements Drawable
{
    public void draw()
    {
        System.out.println("drawing rectangle");
    }
}

class Circle implements Drawable
{
    public void draw()
    {
        System.out.println("drawing circle");
    }
}
```



Interface Example: Drawable

```
class TestInterface1
{
    public static void main(String args[])
    {
        Drawable d=new Circle();
        //In real scenario, object is provided by method e.g. getDrawable()
        d.draw();
    }
}
```

Output

drawing circle



Example

```
interface A
{
    void a();
    void b();
    void c();
    void d();
}
abstract class B implements A
{
    public void c()
    {
        System.out.println("I am C");
    }
}
class M extends B
{
    public void a()
    {
        System.out.println("I am a");
    }
}
```

```
public void b()
{
    System.out.println("I am b");
}
public void d()
{
    System.out.println("I am d");
}

class Test5
{
    public static void main(String args[])
    {
        A a=new M();
        a.a();
        a.b();
        a.c();
        a.d();
    }
}
```



References

- Java : the complete Reference (Eleventh Edition), Herbert Schildt, 2018.



A large, stylized text "Thank You!" in white, set against a vibrant, multi-colored brushstroke background. The colors transition from red and orange on the left to yellow and green on the right, creating a dynamic, flowing effect.