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Interfaces

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Interfaces

- Interface is a set of abstract methods, that must be implemented by the child classes.
- The child class that implements the interface, MUST implement ALL METHODS of the interface.
- Interface methods are by default "public" and "abstract".
- You can't create object for interface.
- You can create reference variable for the interface.
- You can implement multiple interfaces in the same child class [Multiple Inheritance].

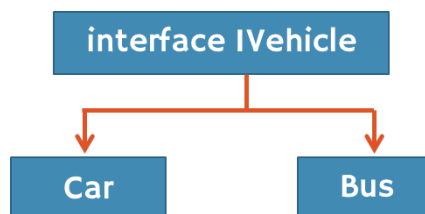
Interface

```
interface InterfaceName
{
    ReturnDataType MethodName(param1, ...);
}
```

Child Class of Interface

```
class ChildClassName : InterfaceName
{
    public ReturnDataType MethodName(param1, ...)
    {
    }
}
```

Example:



Class (vs) Interface - Inheritance and Object

Class Type	Can Inherit from Other Classes	Can Inherit from Other Interfaces	Can be Inherited	Can be Instantiated
Normal Class	Yes	Yes	Yes	Yes
Abstract Class	Yes	Yes	Yes	No
Interface	No	Yes	Yes	No

Class (vs) Interface - Members

Class Type	Non-Static Fields	Non-Static Methods	Non-Static Constructors	Non-Static Properties	Non-Static Events	Non-Static Destructors	Constants	Static Fields	Static Methods	Static Constructors	Static Properties	Static Events	Virtual Methods	Abstract Methods	Automatic Properties	Non-Static Indexers
Normal Class	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	No	Yes	Yes
Abstract Class	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Interface	No	No	No	No	No	No	No	No	No	No	No	No	No	Yes	Yes	No