

```
interface Swim {
    void swim();
}
```

```
interface Dance {
    void dance();
}
```

```
interface Fight {
    void fight();
}
```

```
class Actor implements Dance {
    // state and behaviour
    public void dance() {
        ...
    }
}
```

```
class Hero extends Actor implements Swim, Fight {
    // state and behaviour
    public void swim() {
        ..
    }
    public void fight() {
        ...
    }
}
```

```
Fight f = new Fight();
```

```
Fight f = new Actor();
```

```
Fight f = new Hero();
```

```
f.fight();
```

```
f.dance();
```

```
f.swim();
```

```
Dance d = (Dance) f;
d.dance();
```

Stunt Master

Capable

ISA

Capable

+ Dance ✓

choreographer