

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

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

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

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

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

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

```
s.swim(); // works
```

```
public void fightSequence(Fight[] fight) {
    ...
}
```

```
class Actor implements Dance {
    // state & behaviour

    public void dance() {
    }
}
```

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

    public void swim() {
    }
}
```

```
public class Rectangle<T> {
    T width;
    T breadth;
}
```

```
public class Rectangle {
    Object width;
    Object breadth;
}
```

```
public class Rectangle<T extends Number> {
    T width;
    T breadth;
}
```

```
public class Rectangle {
    Number width;
    Number breadth;
}
```

