DATE: __/__/__ PRATICAL :- 11 PAGE No: ____

Aim :- Create debug and run Java programs based on interface.

Theory :-

Interface in Java

An interface in Java is a blupieng of a class. it has static constants and abstract method

The interface in Java as a mechanism to achive abstraction There can be any abstpact methods in Java interface not method body.

- It is used to achieve anstraction.
- By interface we can support function-ity of multiple inhentance.
- It can be used to achieve loose Capacity.

Program :-

PAGE : 11
DATE : / /

```
interface SnapChat {
    void takesnap ();
    void recordsnap ();
}

class Mysmartphone implements SnapChat {
    public void takesnap () {
        System.out.println (" Taking Snap "); }
    public void recordingsnap () {
        System.out.println (" Recording Snap ");
    }

public class practical11 {
    public static void main (String args []) {
        Mysmartphone s = new Mysmartphone ();
        s.takesnap ();
        s.recordsnap ();
    }
}
```

Conclusion :- Hence, we successfully create and run a program on interface