

Assignment-1

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Q1: Explain the role of Interfaces and Enums in software design with proper examples?

Solution: Interfaces and Enums are powerful tools that help build clean, scalable, and maintainable systems.

1. Interfaces - Defining What a Class Must Do

- **What is an Interface?**

An interface is a blueprint that defines method signatures only (no implementation). It tells what actions are required, not how they are performed.

- **Role of Interfaces:**

- a. **Loose Coupling**

High-level modules depend on interfaces, not concrete classes.

- b. **Multiple Implementations**

Different classes can implement the same interface in their own way.

- c. **Supports Polymorphism**

- d. **Improves Testability**

Easy to mock interfaces during unit testing.

- e. **Follows SOLID Principles** (especially Dependency Inversion)

- **Example CODE:**

```
// INTERFACE
```

```
interface Vehicle {
```

```
    void start();
```

```
}
```

```
// IMPLEMENTATION
```

```
class Car implements Vehicle {
```

```
    public void start() {
```

```
        System.out.println("Car started");
```

```
    }
```

```
}
```

```
// main
public class InterfaceDemo {
    public static void main(String[] args) {

        Vehicle v = new Car(); // loose coupling
        v.start();
    }
}
```

2. Enums-Representing Fixed Set of Values

An enum (enumeration) represents a fixed group of constants.

- **What is an Enum?:**

An enum is a data type that represents a group of constant values, providing type safety, better readability, and centralized control over fixed options.

- **Role of Enums:**

- a. Prevents Invalid Values
- b. Improves Code Readability
- c. Centralized Constants
- d. Type Safety
- e. Better Maintainability

- **Example Code:**

```
enum OrderStatus {
    PLACED,
    SHIPPED,
    DELIVERED
}

public class EnumDemo {

    public static void main(String[] args) {

        OrderStatus status = OrderStatus.SHIPPED;
        System.out.println("Order Status: " + status);
    }
}
```

Q2: Discuss how interfaces enable loose coupling with example.

Solution: Loose coupling means that one part of a system depends on abstractions (interfaces) rather than concrete implementations.

This allows components to change independently without affecting the whole system.

- **Role of Interfaces in Loose Coupling:**

- a. Separating what a class does from how it does it
- b. Allowing multiple implementations of the same behavior
- c. Making code flexible and extensible
- d. Improving testability (easy to mock interfaces)
- e. Reducing dependency between modules

- **Create Interface:**

```
interface MessageService {  
  
    void sendMessage(String message);  
  
}
```

- **Implement Interface:**

```
class EmailService implements MessageService {  
  
    public void sendMessage(String message) {  
  
        System.out.println("Email sent: " + message);  
  
    }  
  
}
```

```
class SmsService implements MessageService {  
  
    public void sendMessage(String message) {  
  
        System.out.println("SMS sent: " + message);  
  
    }  
  
}
```

- **Use Interface (Loose Coupling):**

```
public class Notification {  
  
    private MessageService service;  
  
    // Constructor Injection  
    public Notification(MessageService service) {  
        this.service = service;  
    }  
  
    public void notifyUser(String msg) {  
        service.sendMessage(msg);  
    }  
  
    public static void main(String[] args) {  
  
        MessageService service = new EmailService(); // can change to SmsService  
        Notification notification = new Notification(service);  
  
        notification.notifyUser("Hello User!");  
    }  
}
```