Vidyavardhini's College of Engineering and Technology Department of Artificial Intelligence & Data Science

Experiment No. 8
Implement a program on multiple inheritance with interface.
Date of Performance:
Date of Submission:



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Aim: Implement a program on multiple inheritance with interface.

Objective: Implement multiple inheritance in a program to perform addition, multiplication and transpose operations on a matrix. Create an interface to hold prototypes of these methods and create a class input to read input. Inherit a new class from this interface and class. In main class create object of this child class and invoke required methods.

Theory:

- In Multiple inheritance, one class can have more than one superclass and inherit features from all parent classes. Java does not support <u>multiple inheritance</u> with classes. In java, we can achieve multiple inheritance only through Interfaces.
- An interface contains variables and methods like a class but the methods in an
 interface are abstract by default unlike a class. If a class implements multiple
 interfaces, or an interface extends multiple interfaces, it is known as multiple
 inheritance.
- However, Java supports multiple interface inheritance where an interface extends more than one super interfaces.
- A class implements an interface, but one interface extends another interface.
 Multiple inheritance by interface occurs if a class implements multiple interfaces or also if an interface itself extends multiple interfaces.
- The following is the syntax used to extend multiple interfaces in Java:

```
access_specifier interface subinterfaceName extends superinterface1, superinterface2, ...... {

// Body
}
```

Code:

```
class MultipleInheritance{
public static void main(String args[])
{
Pig a=new Pig();
a.animalsound();
a.sleep();
```



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OUTPUT:

Conclusion:

Comment on how interface are useful and implemented using java.

Interfaces in Java are a fundamental concept that allows you to define a contract specifying a set of methods that implementing classes must adhere to.

Abstraction: Interfaces allow you to define a contract or a set of methods without specifying the implementation. This promotes abstraction, enabling you to focus on what a class should do rather than how it should do it.