## **Day-6-Abstract Classes and Interfaces**

## **Abstract Classes**

Abstract class is a class that is not meant to be instantiated. It cannot be instantiated. Cannot use the keyword **new** to create an object the class.

It only serves as a super-class/base-class.

Defines the basic data and behavior for a class. Defines a generic version of an object.

An abstract class **may have data, methods** with processing and abstract methods with no processing.

**abstract** on a method indicates sub classes MUST define the method. If a class has any abstract methods it too, must be abstract.

## **Interfaces**

An interface defines **behaviors a class must implement** to be **a type of** the interface.

interfaces are **only allowed method signatures**. No variables, no methods with **processing**.

Rules that a class must follow to be implement the interface.

An interface represents a "type of" relationship

A is used in the class declaraion to indicate use of an interface with the class

In C# interfaces names by convention start with 'I':

```
ICheckingAccount ----> Interface
CheckingAccount ----> Class
```