Class

A class is a blueprint for creating objects. It defines properties and behaviour that the class will have.

A class can extend only one other class. This means that a class can inherit the properties and behaviour of single superclass.

they can have fields to store data. These fields are used to represent the state of objects.

They have both to init object instances. Construct are used to create & initialize

object can be created of a using the "new" keyword. And represent specific instances

class members can have various access modifiers to control their visibility and accessibility

Interface

An interface is a contract that defines a set of abstract methods that must be implemented by classes

An interface can implement multiple interfaces. this allow a class to provide implemen for multiple sets of behavi in different interface.

Interface cannot have cons you cannot create instan an interface.

this can declare consts but they cannot he instance variables.

objects cannot be cr directly from interface. must be created from class that implement

Interface members are implicitly public an abstract. They cannot have access modifier than public