Adding Java Interfaces
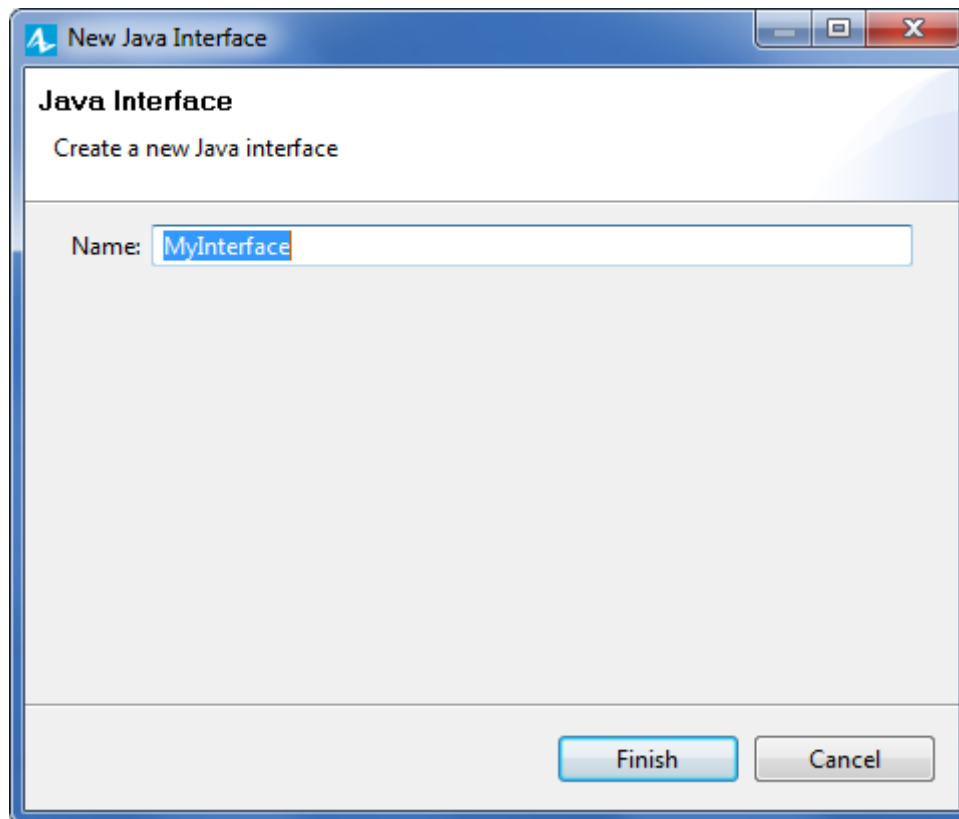
AnyLogic allows the user to add Java interfaces to a model.

Please refer to Interfaces section of Java online tutorials for more information on Java interfaces.
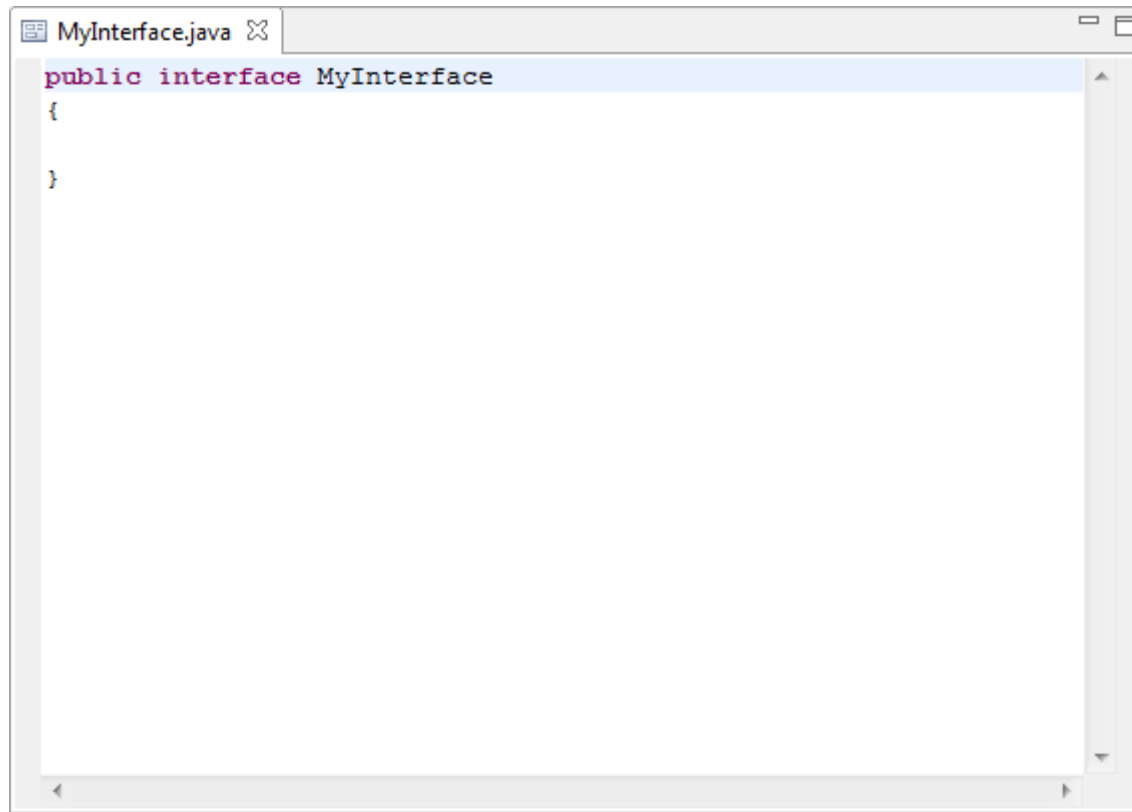
To add a Java interface

1. In the **Projects** view, right-click (Mac OS: Ctrl+click) the model item you are currently working with, and choose **New > Java Interface…** from the popup menu.
2. The **New Java Interface** dialog box is displayed.

3. Specify the name of the new Java interface in the **Name** field and click **Finish** to complete the process.
4. You will see Java editor opened prompting you to write Java code for the just defined interface.

```
MyInterface.java ⊠
public interface MyInterface
{


}
```

To use an interface, you write a class that implements the interface. When an instantiable class implements an interface, it provides a method body for each of the methods declared in the interface.

To make agent class implementing an interface

      1. Select the agent type in the **Projects** view.

      2. In the **Advanced Java** section of the **Properties** view, type the interface name in the **Implements (comma-separated list of interfaces)** field.

To make Java class implementing an interface

      1. Double-click the Java class in the **Projects** view to open its code in the Java editor.

      2. Complete the first code line containing the class name with the string **implements** <InterfaceName>:

```
public class MyClass implements Animatable
{ ...
```