## Explicit Interface Implementation



Jeremy Clark
Developer Betterer

@jeremybytes www.jeremybytes.com



#### What & Why



Limit how interface members are used

Resolve conflicting methods

IEnumerable<T> + IEnumerable

Preparation for default implementation

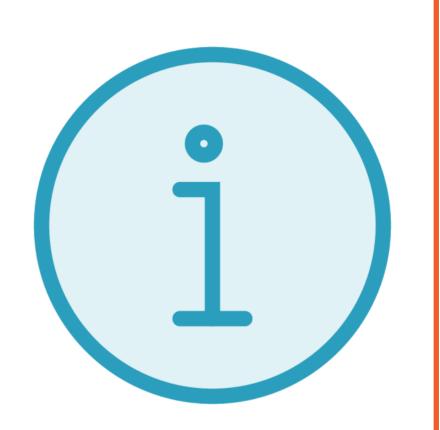


### Standard Interface Implementation

```
public interface ISaveable {
   void Save();
public class Catalog : ISaveable
  public void Save()
   Console.Write("Saved");
```

```
Catalog catalog = new Catalog();
catalog.Save();
// "Saved"
ISaveable saveable = catalog;
saveable.Save();
// "Saved"
```

## Explicit Implementation



Implementation belongs to the interface (not the class)

Can only be accessed using the interface type

No access modifiers



## Explicitly Implemented Interface Member

```
public interface ISaveable {
  void Save();
}
```

# No access modifier

```
public class Catalog : ISaveable
{
   void ISaveable.Save() Uses the interface name
   {
      Console.Write("Saved");
   }
}
```

## Calling an Explicitly Implemented Member

```
public interface ISaveable {
   void Save();
public class Catalog : ISaveable
  void ISaveable.Save()
   Console.Write("Saved");
```

```
Catalog catalog = new Catalog();
catalog.Save();
*** COMPILER ERROR ***
ISaveable saveable = catalog;
saveable.Save();
// "Saved"
((ISaveable)catalog).Save();
// "Saved"
```

#### Additional Resources



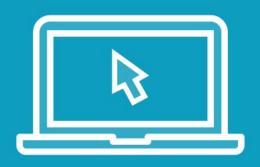
https://bit.ly/3tYeAee

https://github.com/jeremybytes/csharp-interfaces-resources

Includes how to run the samples with Visual Studio Code



#### Demo



Explicitly implement an interface
Use the explicit implementation



```
ISaveable saveable = new Catalog();
saveable.Save();
// "Saved"
Catalog catalog = new Catalog();
catalog.Save();
*** COMPILER ERROR ***
var varCatalog = new Catalog();
varCatalog.Save();
*** COMPILER ERROR ***
((ISaveable)catalog).Save();
// "Saved"
```

■ Interface type

■ Interface not used

Interface not used
 (same as using "Catalog" type)

■ Interface type

#### Mixed Methods

```
public interface ISaveable {
   void Save();
public class Catalog : ISaveable
 public void Save()
   Console.Write("Saved (catalog)");
 void ISaveable.Save()
   Console.Write("Saved (interface)");
```

```
Catalog catalog = new Catalog();
catalog.Save();
// "Saved (catalog)"
ISaveable saveable = catalog;
saveable.Save();
// "Saved (interface)"
((ISaveable)catalog).Save();
// "Saved (interface)"
```

Why?

You probably will not need it.

**Exception: conflicting method signatures.** 



## Conflicting Method Signatures

```
public interface ISaveable {
                                      public interface IDbSaver {
   void Save();
                                        string Save();
public class Catalog : ISaveable, IDbSaver
  public void Save() // Catalog & ISaveable
   Console.Write("Saved from ISaveable interface");
  string IDbSaver.Save() // IDbSaver (explicit)
    return "Saved from IDbSaver interface";
```

### Another Explicit Implementation

```
public interface ISaveable {
                                      public interface IDbSaver {
   void Save();
                                        string Save();
public class Catalog : ISaveable, IDbSaver
  void ISaveable.Save() // ISaveable (explicit)
   Console.Write("Saved from ISaveable interface");
  public string Save() // Catalog & IDbSaver
    return "Saved from IDbSaver interface";
```

## Both Explicitly Implemented

```
public interface ISaveable {
                                      public interface IDbSaver {
   void Save();
                                        string Save();
public class Catalog : ISaveable, IDbSaver
  void ISaveable.Save() // ISaveable (explicit)
   Console.Write("Saved from ISaveable interface");
  string IDbSaver.Save() // IDbSaver (explicit)
    return "Saved from IDbSaver interface";
```

public interface IEnumerable<T> : IEnumerable

Interface Inheritance

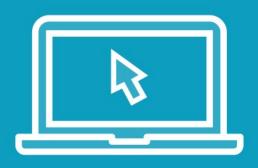
IEnumerable<T> includes all members from IEnumerable

#### IEnumerable Members

```
public interface IEnumerable
   IEnumerator GetEnumerator();
public interface IEnumerable<T>
   IEnumerator<T> GetEnumerator();
```

#### **Conflicting Signatures**

#### Demo



## **Explicit interface implementation**IEnumerable



#### What & Why



Limit how interface members are used

Resolve conflicting methods

IEnumerable<T> + IEnumerable

Preparation for default implementation

