# Interfaces

An Interface is a blueprint of a class that defines a set of methods, properties, and events that a class must implement. It specifies the members and their signatures for a type that implements the interface.

An interface is a powerful tool for achieving abstraction and allowing objects to interact with each other. It defines a set of methods, properties, and events that a class must implement, but does not provide an implementation for them. This allows for greater flexibility and reusability of code.

Interfaces are created similarly to classes, except without implementations.

Interfaces are used to build loosely-coupled applications, applications whose components are not tightly-coupled to each other.