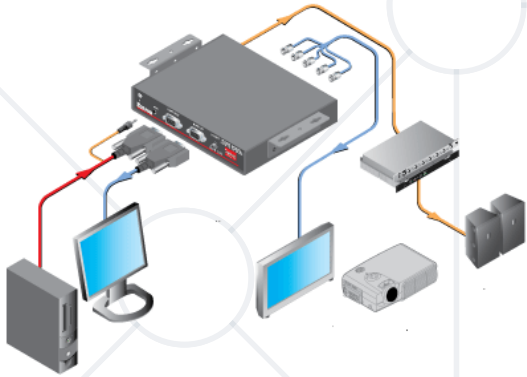


Interfaces and Abstraction

Interfaces vs Abstract Classes

Abstraction vs Encapsulation



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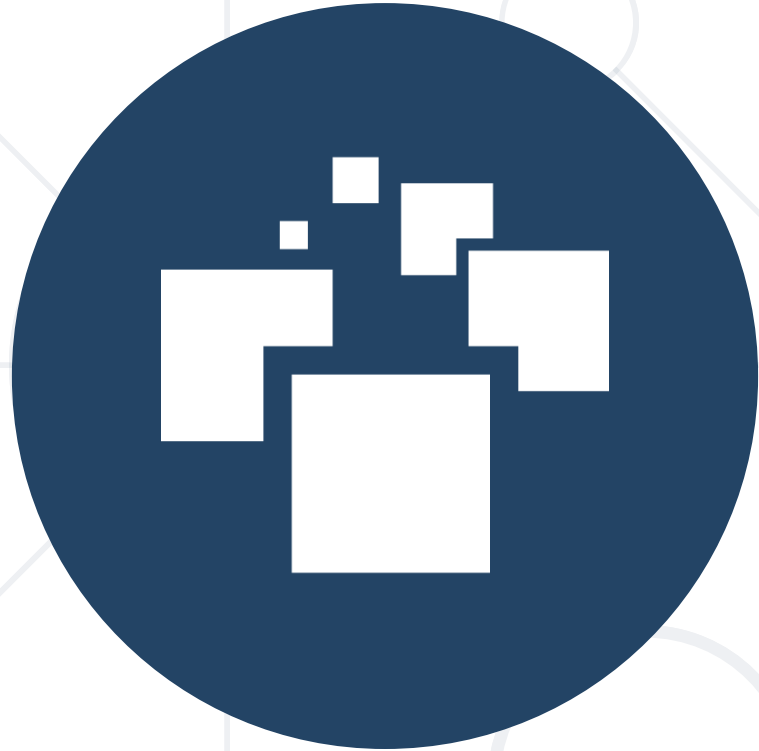
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- Abstraction
- Interfaces
- Abstract Classes
- Interfaces vs Abstract Classes

sli.do

#csharp-advanced

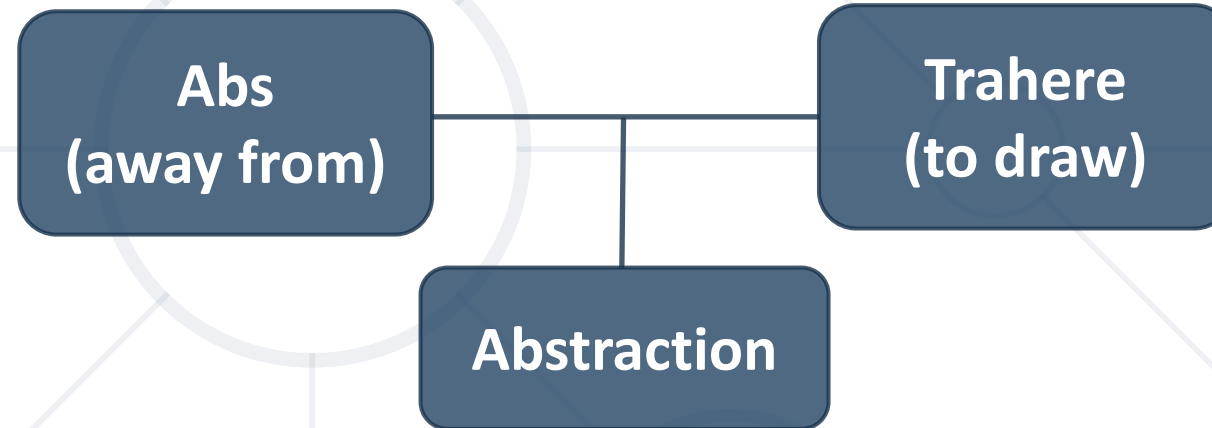


Achieving Abstraction

Abstraction

What is Abstraction?

- From the Latin



- Preserving information, relevant in a given context, and forgetting information that is irrelevant in that context



- **Abstraction** means ignoring **irrelevant** features, properties, or functions and emphasizing the **ones ...**



- **... relevant** to the **context** of the **project** we develop
- Abstraction helps **managing** complexity
- Abstraction lets you focus on **what the object does** instead of **how it does it**

How Do We Achieve Abstraction?

- There are two ways to achieve abstraction
 - Interfaces
 - Abstract class

```
public interface IAnimal {}  
public abstract class Mammal {}  
public class Person : Mammal, IAnimal {}
```

Abstraction vs Encapsulation

■ Abstraction

- Process of **hiding the implementation details** and showing only functionality to the user
- Achieved with **interfaces** and **abstract classes**

■ Encapsulation

- Used to **hide the code and data** inside a **single unit to protect the data from the outside world**
- Achieved with **access modifiers** (private, protected, public ...)






Working with Interfaces

Interfaces

Interface (1)

- Internal addition by compiler



```
public interface IPrintable {  
    void Print();  
}
```

Keyword

Name (starts with
I per convention)

compiler

```
public interface IPrintable {  
    public abstract void Print();  
}
```

Interface Example

- The implementation of **Print()** is provided in class **Document**

```
public interface IPrintable {  
    void Print();  
}
```

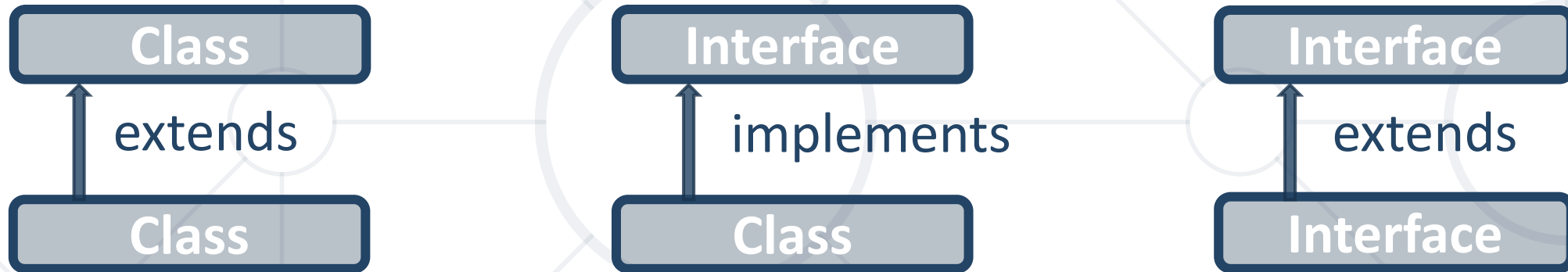
```
class Document : IPrintable {  
    public void Print()  
    { Console.WriteLine("Hello"); }  
}
```



- Contains signatures of **methods** (in C# 8.0 interfaces could have a default implementation), **properties**, **events** or **indexers**
- Can **inherit one** or **more** base interfaces
- When a base type list contains a base class and interfaces, the **base class** must come **first** in the list
- A class that **implements** an interface can explicitly implement **members** of that **interface**
 - An explicitly implemented member **cannot** be accessed through a class instance, but only through the interface

Multiple Implementation

- Relationship between **classes** and **interfaces**

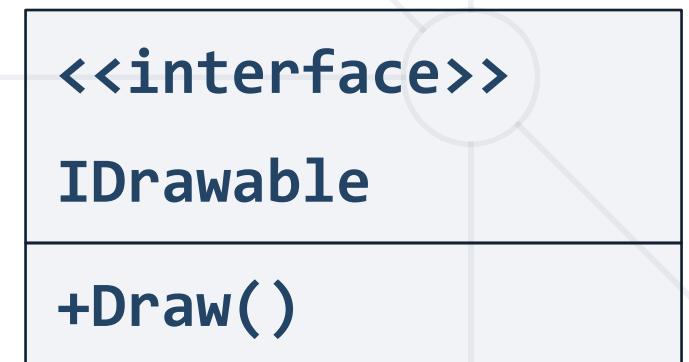
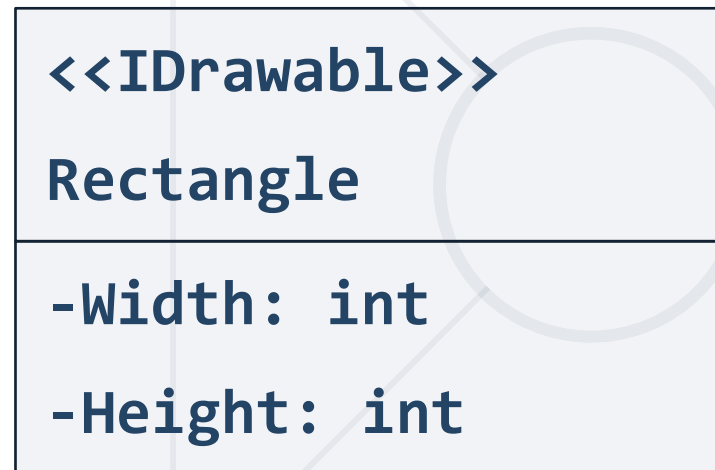
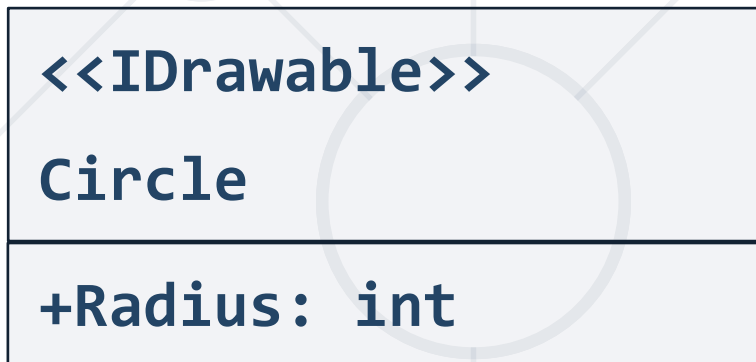


- Multiple implementation and inheritance



Problem: Shapes

- Build a project that contains an **interface** for **drawable objects**
- Implements two type of shapes: **Circle** and **Rectangle**
- Both classes have to print on the console their shape with "*"



Check your solution here: <https://judge.softuni.org/Contests/Practice/Index/1501#0>

```
public interface IDrawable {  
    void Draw();  
}
```

```
public class Rectangle : IDrawable {  
    // TODO: Add fields and a constructor  
    public void Draw() { // TODO: implement } }
```

```
public class Circle : IDrawable {  
    // TODO: Add fields and a constructor  
    public void Draw() { // TODO: implement } }
```

Solution: Shapes – Rectangle Draw

```
public void Draw() {  
    DrawLine(this.width, '*', '*');  
    for (int i = 1; i < this.height - 1; ++i)  
        DrawLine(this.width, '*', ' ');  
    DrawLine(this.width, '*', '*'); }  
private void DrawLine(int width, char end, char mid) {  
    Console.Write(end);  
    for (int i = 1; i < width - 1; ++i)  
        Console.Write(mid);  
    Console.WriteLine(end); }
```


Solution: Shapes – Circle Draw

```
double rIn = this.radius - 0.4;
double rOut = this.radius + 0.4;
for (double y = this.radius; y >= -this.radius; --y) {
    for (double x = -this.radius; x < rOut; x += 0.5) {
        double value = x * x + y * y;
        if (value >= rIn * rIn && value <= rOut * rOut)
            Console.Write("*");
        else
            Console.Write(" ");
    }
    Console.WriteLine();
}
```



Abstract Classes and Methods

Abstract Classes

Abstract Class

- **Cannot** be instantiated
- May contain **abstract methods** and **accessors**
- Must provide **implementation** for all **inherited** interface members
- Implementing an interface might map the interface methods onto **abstract** methods



Abstract Methods

- An **abstract method** is implicitly a **virtual** method
- Abstract method declarations are only permitted in **abstract classes**
- An abstract method declaration provides no actual implementation:



```
public abstract void Build();
```



Interfaces vs Abstract Classes

Interface vs Abstract Class (1)

■ Interface

- A class may **implement several interfaces**
- **Cannot have access modifiers**, everything is assumed as public
- **Cannot provide any code**, just the signature

■ Abstract Class (AC)

- May **inherit only one abstract** class
- Can **provide implementation** and/or just the **signature** that have to be overridden
- **Can contain access modifiers** for the fields, functions, properties



Interface vs Abstract Class (2)

■ Interface

- Fields and constants **can't be defined**
- If we add **a new method we have to track down all the implementations** of the interface and **define implementation** for the new method

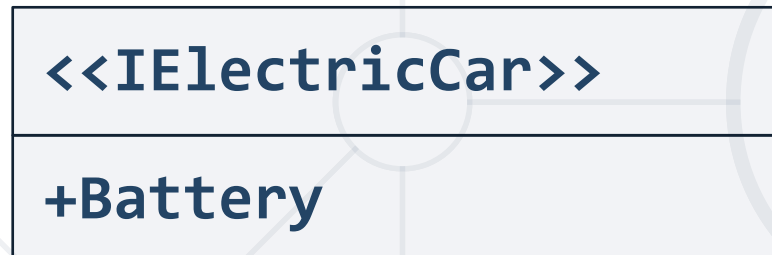
■ Abstract Class

- Fields and constants **can be defined**
- If we add a **new method we** have the option of **providing default implementation** and therefore all the existing code might work properly

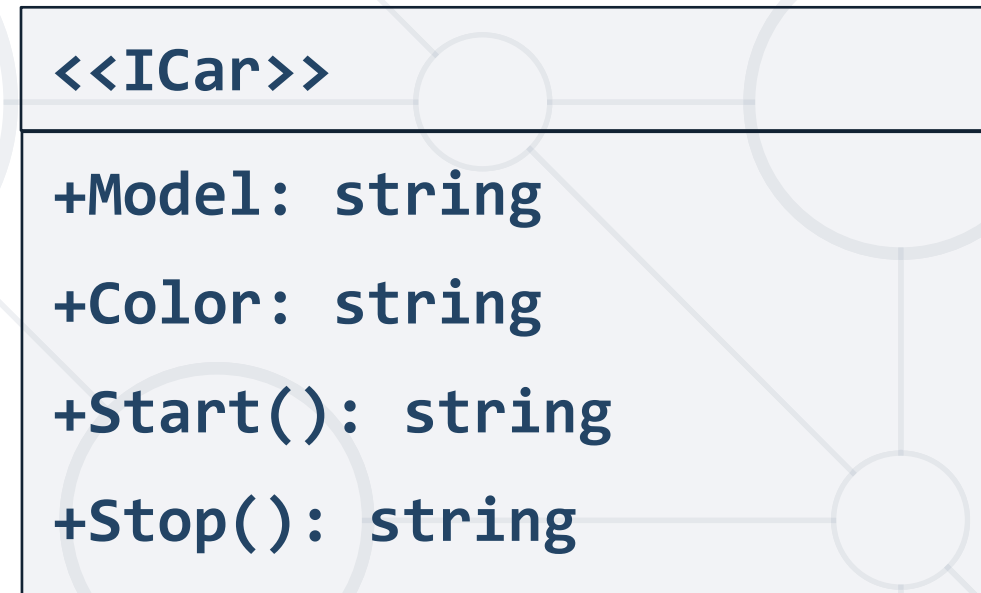


Problem: Cars

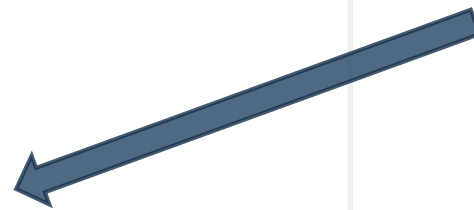
- Build a hierarchy of interfaces and classes



Tesla



Seat



Check your solution here: <https://judge.softuni.org/Contests/Practice/Index/1501#1>

- Build a hierarchy of interfaces and classes
 - Create an interface called **IElectricCar**
 - It should have a property **Battery**
 - Create an interface called **ICar**
 - It should have properties: **Model: String, Color: String**
 - It should also have methods: **Start(): String, Stop(): String**
- Create class **Tesla**, which implements **IElectricalCar** and **ICar**
- Create class **Seat**, which implements **ICar**

Solution: Cars (1)

```
public interface ICar {  
    string Model { get; }  
    string Color { get; }  
    string Start();  
    string Stop();  
}  
  
public interface IElectricCar {  
    int Batteries { get; }  
}
```

Solution: Cars (2)

```
public class Tesla : ICar, IElectricCar {  
    public string Model { get; private set; }  
    public string Color { get; private set; }  
    public int Batteries { get; private set; }  
    public Tesla (string model, string color, int batteries)  
    { // TODO: Add Logic here }  
    public string Start()  
    { // TODO: Add Logic here }  
    public string Stop()  
    { // TODO: Add Logic here }  
}
```

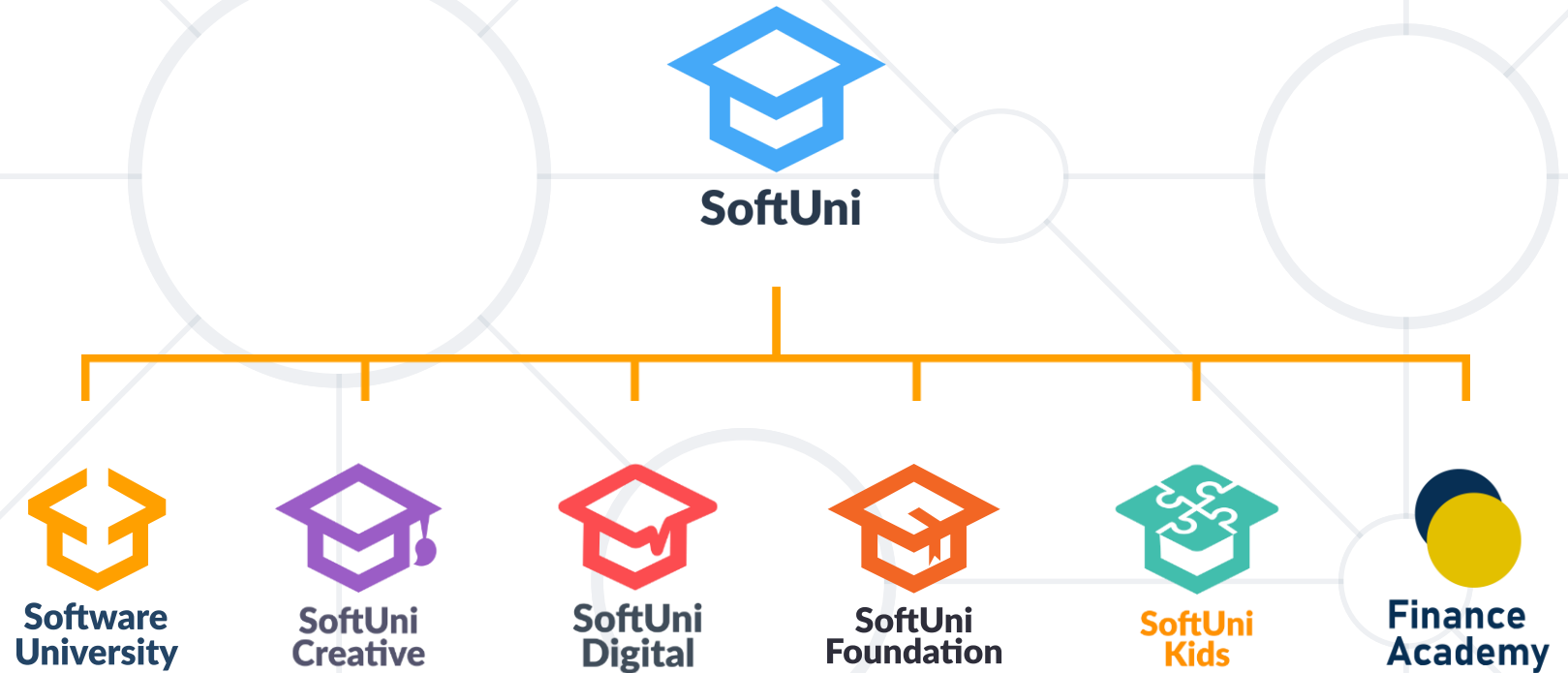
Solution: Cars (3)

```
public class Seat : ICar {  
    public string Model { get; private set; }  
    public string Color { get; private set; }  
    public Tesla(string model, string color)  
    { // TODO: Add Logic here }  
    public string Start()  
    { // TODO: Add Logic here }  
    public string Stop()  
    { // TODO: Add Logic here }  
}
```

- **Abstraction**
- How do we achieve abstraction
- **Interfaces**
- Abstract classes



Questions?



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