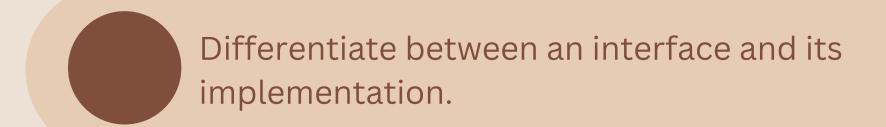
# Topic Io.I: Interfaces

#### Learning Goals:



Force a class to implement abstract methods by having it implement an interface.

Use interfaces as variable types, parameter types, and return value types.

#### Another example: collections

- We can use an interface type to describe the kind of object we store in a collection.
  - And collections themselves are frequently described using interfaces.
- Let's check out the StudentListInterface.zip folder to see this

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### The power of this?

- We can change a single line of code and use an entirely different implementation
  - The "user" has no idea (the output has not changed)

#### Java Collections

- Java's collection classes use this strategy.
  - Both ArrayList and LinkedList (Java built-in LL, not ours) implement the standard
     List interface. This means we can write:

```
List<Student> list;
list = new ArrayList<>(); // or replace with LinkedList
// the rest of the program works the same with any list:
list.add(new Student(...));
```

• It's preferred style to use the interface when we can.

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// a student can be compared to any other student
class Student implements Comparable<Student> {
      // again, other parts not shown
      public int compareTo(Student other) {
            return name.compareTo(other.name);
      }
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- Now when we call students[i].compareTo(studentToAdd), it works
  - ...but wait...that worked before....what is the real secret power this gave us?

- BEHOLD
- Java has a standard (fast!) sorting function that works with a list of any objects implementing Comparable
- E.G. (Same Student class as previous slide, implementing Comparable)

```
public static void main(Stirng[] args) {
    ArrayList<Student> students = new ArrayList<Student>();

    // add some students in the list:
    Collections.sort(students); // .sort will use our compareTo
}
```

• This only works if the objects in the ArrayList implement the Comparable interface.

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