- [**Interfaces**](https://www.codecademy.com/resources/docs/c-sharp/interfaces), which are sets of actions and values that describe how a class can be used.  
- An interface is an abstract contract that defines methods and properties that must be implemented by any class that implements the interface.  
- Can add members, like properties and methods to the interface  
- But interfaces cannot contain instance fields or constructors.  
- Every interface should have a name starting with “I” (capital “i”)

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- An interface is a set of actions and values, but it doesn’t specify how they work.   
- Unlike [classes](https://www.codecademy.com/resources/docs/c-sharp/classes), the members of an interface are all public unless a different access modifier is specified.

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**Implementing an Interface:**

- Must clearly announce that a class implements an interface using the colon syntax

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- This empty Sedan class “promises” to implement the IAutomobile interface. In other words, it must have the properties and [methods](https://www.codecademy.com/resources/docs/c-sharp/methods) the highway patrol asked for (Speed, LicensePlate, Wheels, and Honk()).  
- If we don’t, we get a type error like this:

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- To fix this, we’ll need to define the members in the interface:

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- So, Sedan needs to satisfy the highway patrol’s rules (the IAutomobile interface).  
- Interfaces state what a class ***must have*** but classes can have more than that as long as they have the minimum  
- Can even implement multiple interfaces in one class

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**Using Interfaces and Inheritance:**

- A class can implement one or more [interfaces](https://www.codecademy.com/resources/docs/c-sharp/interfaces), even if it also inherits from a base class! For example, the Sedan class may inherit from a Vehicle class while also implementing the IAutomobile interface:

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