**Lab List on Interfaces**

1. Create an interface called Vehicle with the methods setVehicle(int, String, String,double),display(). Create a subclass Veh with the members vehno,vehname,vehprice. Implement the interface to the class. Create three objects to the class.
2. Modify the program 1 to create necessary method in the Veh class which is useful for find out the total cost of three vehicles.
3. Create an interface called Calculator with abstract methods int add(int,int), int subtract(int,int), int multiply(int,int), int divide(int, int).

Create a class Calc which implements Calculator and implement all the methods in it.

1. create an interface A with the methods sum(int,int), mul(double,double,double). Create a subclass B which implements only sum(int,int). Create a subclass C which implements mul(double,double,double). Display the sum and multiplication values.
2. Create a class which can take the variables in various access specifiers(public, protected, private, default). Access these variables in a class, in a subclass, other package. Observer the results.
3. Create an interface Sort with the methods: getData(), doSort(), displaySort(). Implement this interface to a class which implements all the three methods.
4. Create an interface with a constant pi 3.14 and a method double volume() and setDim(double). Create a subclass to find the volume of a sphere.
5. Define an interface named stack with the following methods :

Push and pop elements from the stack.

Check whether the stack is empty or not.

Implement the stack with the help of arrays and if the size of the array becomes too small to hold the elements, create a new one. Test the interface by inheriting it in its subclass StackTest.