Interface :- almost similar to abstract class

→ multiple Inheritance

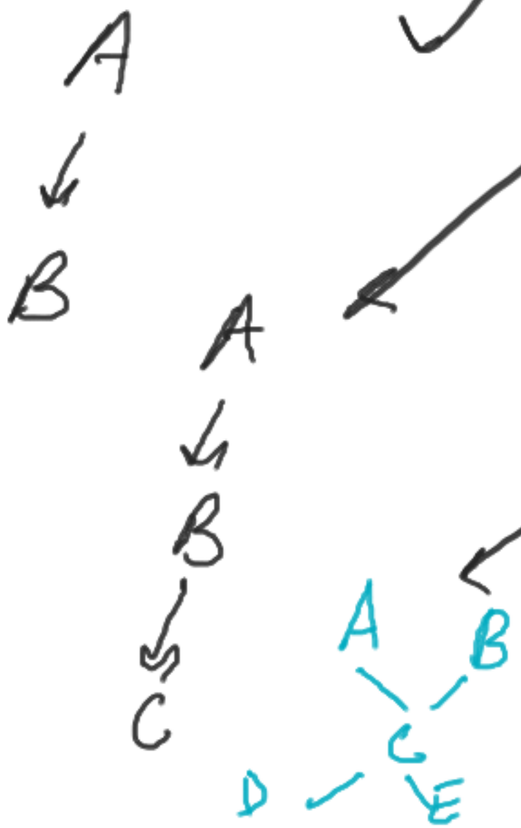
→ Single level ✓

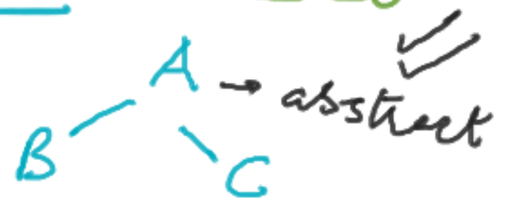
→ Multi level

→ Multiple - A B → C

→ Hybrid

→ Hierarchical

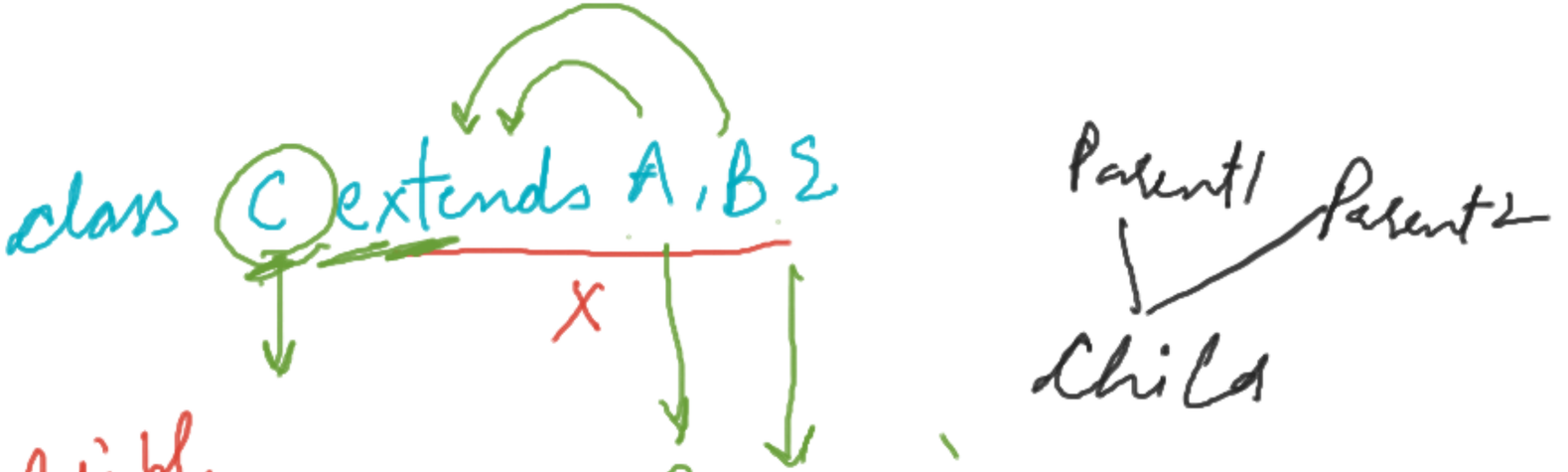




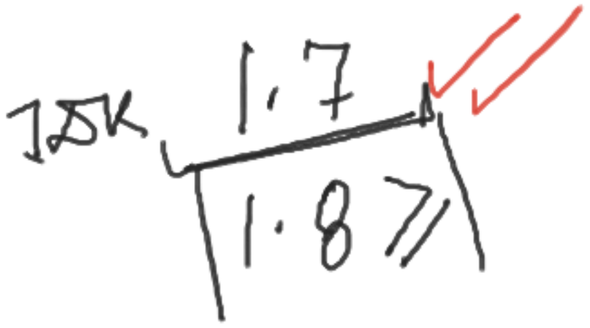
Non-abstracts

```
Class A {
  int a; 10
}
```

```
Class B {
  int a; 20
  int b;
}
```



Interface :-



Can't create object

```
interface I, {
```

↓ keyword

→ all the methods should be abstracted

→ There is no need to use 'abstract' keyword

```
}
```

Can't create object

```
abstract class A {
```

```
}
```

→ variables / fields / properties by default "static final"

N.S Variable

final int a; → one time in constructor we can assign the value

double PI = 3.14;

static final int b = 10.0;

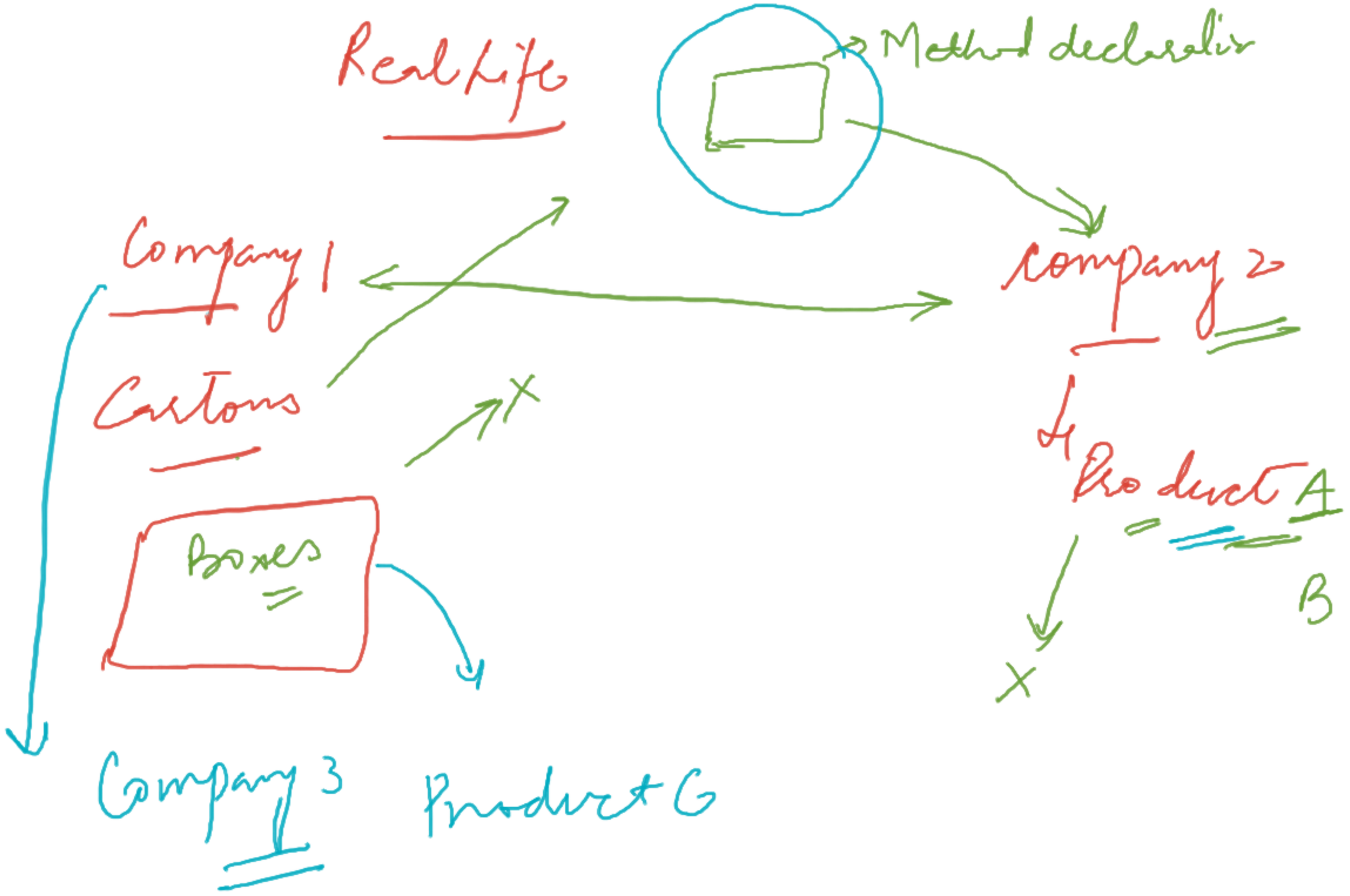
↓ CONSTANT

↓ initialization is mandatory

class extends class

class implements interface

interface extends interface


Real Life
Method declaration
Company 1
Company 2
Cartons
X
Boxes
Product A
B
X
Company 3
Product G


Browser
Chrome
FF
edge
IE
IE
Selenium
get( );
interfaces