

Chapter 11 Abstract Vs Interfaces Java by Munawar

Only coding and practice do not discuss theory.

Source Code

```
import javax.swing.plaf.synth.SynthTextAreaUI;
import java.util.Scanner;
import java.util.Random;

interface Bicycle{
    int m=100;
    void applyBrake(int decrement);
    void speedUp(int increment);
}

interface HornBicycle{
    void blowHornk3g();
    void blogHorn();
}

class AvonCycle implements Bicycle,HornBicycle{
    void BlowHorn(){
        System.out.println("Peep Pop Peep up");
    }
    public void applyBrake(int decrement){
        System.out.println("Applying Brake");
    }
    public void speedUp(int increment){
        System.out.println("Applyinh speed up");
    }
    public void blowHornk3g(){
        System.out.println("Blow horn");
    }
    public void blogHorn(){
        System.out.println("Blog Horn");
    }
}

public class Main {
    public static void main (String [] args) {

        AvonCycle Anmunwar=new AvonCycle();
        Anmunwar.applyBrake(1);
        // you can create properties in interface
        System.out.println(Anmunwar.m);
        //you cannot modify the properties in interfaces as they are final
        //    Anmunwar.m=200;        // error is occur
        //    System.out.println(Anmunwar.m);
        Anmunwar.blogHorn();
        Anmunwar.BlowHorn();

    }
}
```

Thank You