

Interface -Assignment

1)Write an interface called Playable, with a method:

- Let this interface be placed in a package called music.
- Write a class called Veena which implements Playable interface.
Let this class be placed in a package music.string.
- Write a class called Saxophone which implements Playable interface.
Let this class be placed in a package music.wind.

Write another class Test in a package called live. Then:

- a. Create an instance of Veena and call the play() method
- b. Create an instance of Saxophone and call the play() method
- c. Place the above instances in a variable of type Playable and then call play()

Ans **Playable.java**

```
package music;
```

```
public interface Playable {  
  
    void play();  
  
}
```

music/string/Veena.java

```
package music.string;
```

```
import music.Playable;
```

```
public class Veena implements Playable {  
  
    public void play() {  
  
        System.out.println("Playing the Veena.");  
  
    }  
  
}
```

music/wind/Saxophone.java

```
package music.wind;
```

```
import music.Playable;
```

```
public class Saxophone implements Playable {  
    public void play() {  
        System.out.println("Playing the Saxophone.");  
    }  
}
```

live/Test.java

```
package live;  
  
import music.string.Veena;  
import music.wind.Saxophone;  
import music.Playable;  
  
public class Test {  
    public static void main(String[] args) {  
        Veena v = new Veena();  
        v.play();  
  
        Saxophone s = new Saxophone();  
        s.play();  
  
        Playable p;  
  
        p = v;  
        p.play();  
  
        p = s;  
        p.play();  
    }  
}
```