

[0899] Chapter 8: Summary

- Interfaces are essentially "100% abstract" classes - all methods inside an interface are unimplemented.
- You can associate multiple interfaces with a class as long as that class implements all of the methods in each of those interfaces.
- Interfaces typically add a common feature or characteristic to a class. Examples include `Comparable` and `Enumerable`.
- Interfaces are types. Objects from two different classes that implement the same interface can be stored in variables/collections/etc. that use that interface as their type. (Polymorphism!)