4.2 Extending Interfaces

➢ An interface can extend another interface in the same way that a class can extend another class.

➢ The 'extends' keyword is used to extend an interface, and the child interface inherits the methods of the parent interface.

➢ **Syntax** is:

```
interface SubName2 extends name1
{
Body of SubName2;
}
```

Where SubName2 is extended from name1.

Example:

```
interface Area
{
static float pi=3.14;
}
interface Circle extends Area
{
Void display();
}
```