Experiment No. 8
Implement a program on multiple inheritance with interface.
Date of Performance:
Date of Submission:

Aim: Implement a program on multiple inheritance with interface.

Objective: Implement multiple inheritance in a program to perform addition, multiplication and transpose operations on a matrix. Create an interface to hold prototypes of these methods and create a class input to read input. Inherit a new class from this interface and class. In main class create object of this child class and invoke required methods.

Theory:

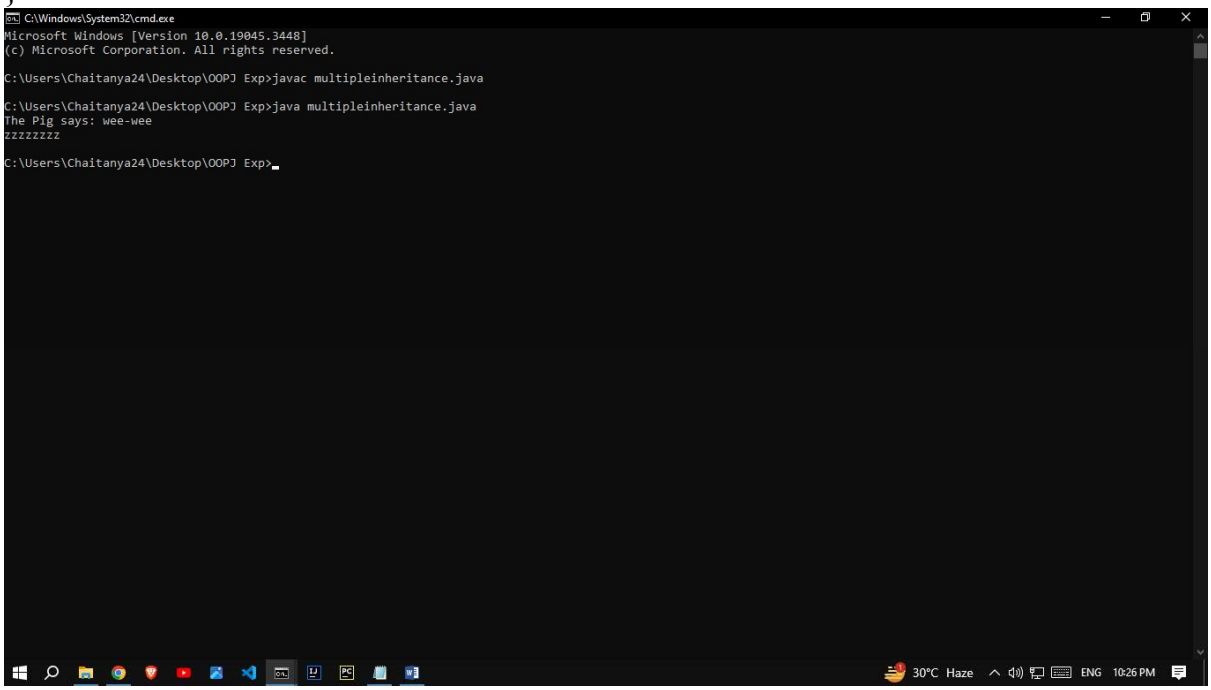
- In Multiple inheritance, one class can have more than one superclass and inherit features from all parent classes. Java does not support multiple inheritance with classes. In java, we can achieve multiple inheritance only through Interfaces.
- An interface contains variables and methods like a class but the methods in an interface are abstract by default unlike a class. If a class implements multiple interfaces, or an interface extends multiple interfaces, it is known as multiple inheritance.
- However, Java supports multiple interface inheritance where an interface extends more than one super interfaces.
- A class implements an interface, but one interface extends another interface. Multiple inheritance by interface occurs if a class implements multiple interfaces or also if an interface itself extends multiple interfaces.
- The following is the syntax used to extend multiple interfaces in Java:

```
access_specifier interface subinterfaceName extends superinterface1, superinterface2, …… {
// Body
}
```

Code:

```
class MultInherit{
public static void main(String args[])
{
Pig a=new Pig();
a.animalsound();
a.sleep();
```

```
}
}
interface Animal{
public void animalsound();
public void sleep();
}
class Pig implements Animal{
public void animalsound(){
System.out.println("The Pig says: wee-wee");
}
public void sleep(){
System.out.println("zzzzzzzz");
}
}
```



Conclusion:

Comment on how interface are useful and implemented using java.

Interfaces in Java are a powerful feature that allows you to define a contract or a set of abstract methods that must be implemented by classes that implement the interface. They are useful for achieving multiple inheritance of behavior, creating flexible and extensible code, and enforcing a common API in Java. In summary, interfaces in Java are useful for defining contracts, achieving multiple inheritance of behavior, ensuring consistency, and enabling polymorphism. They are implemented by classes that provide concrete implementations of the methods defined in the interface, allowing

for code extensibility and organization.