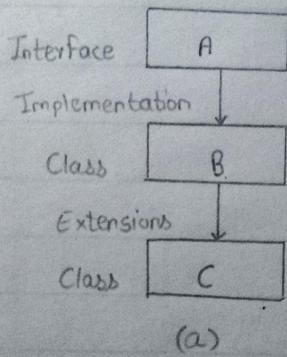


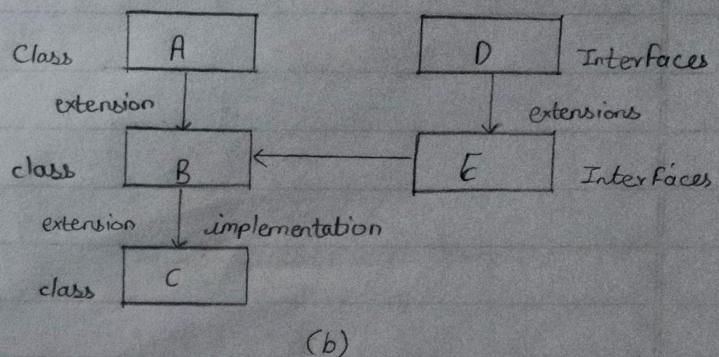
Practical No. 09

Aim: Create, debug and run java programs based on interfaces.

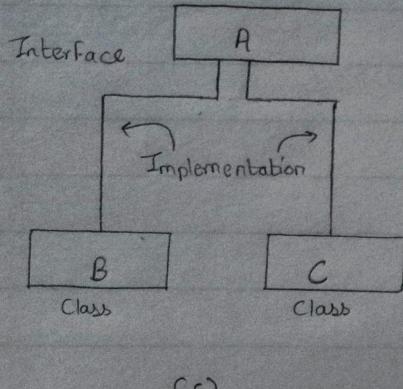
Diagram:



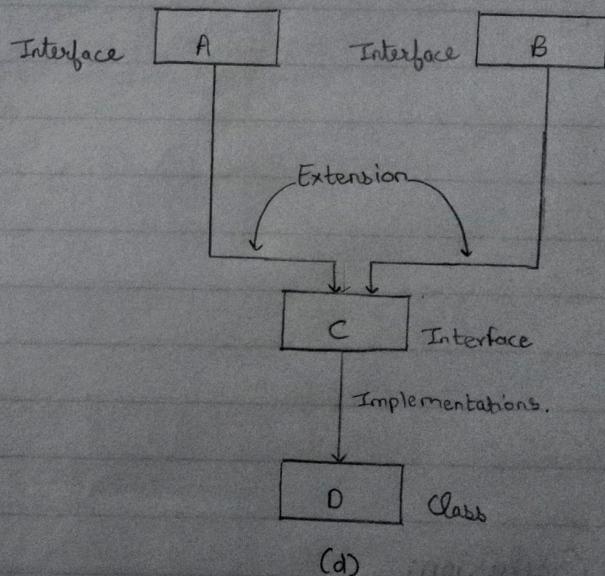
(a)



(b)



(c)



(d)

Practical No. 3

Aim: Create, debug and run java programs based on interfaces.

Theory:

What is an interface?

- An interface is almost like a class with a major difference being that interfaces define only abstract methods and final fields.

- Syntax:

interface

InterfaceName {

variable declaration

Method declaration,

}

here, 'interface' is the keyword, and InterfaceName is any valid Java variable (just like class names).

- Variables are declared as follows:

static final type VariableName = Value;

example:

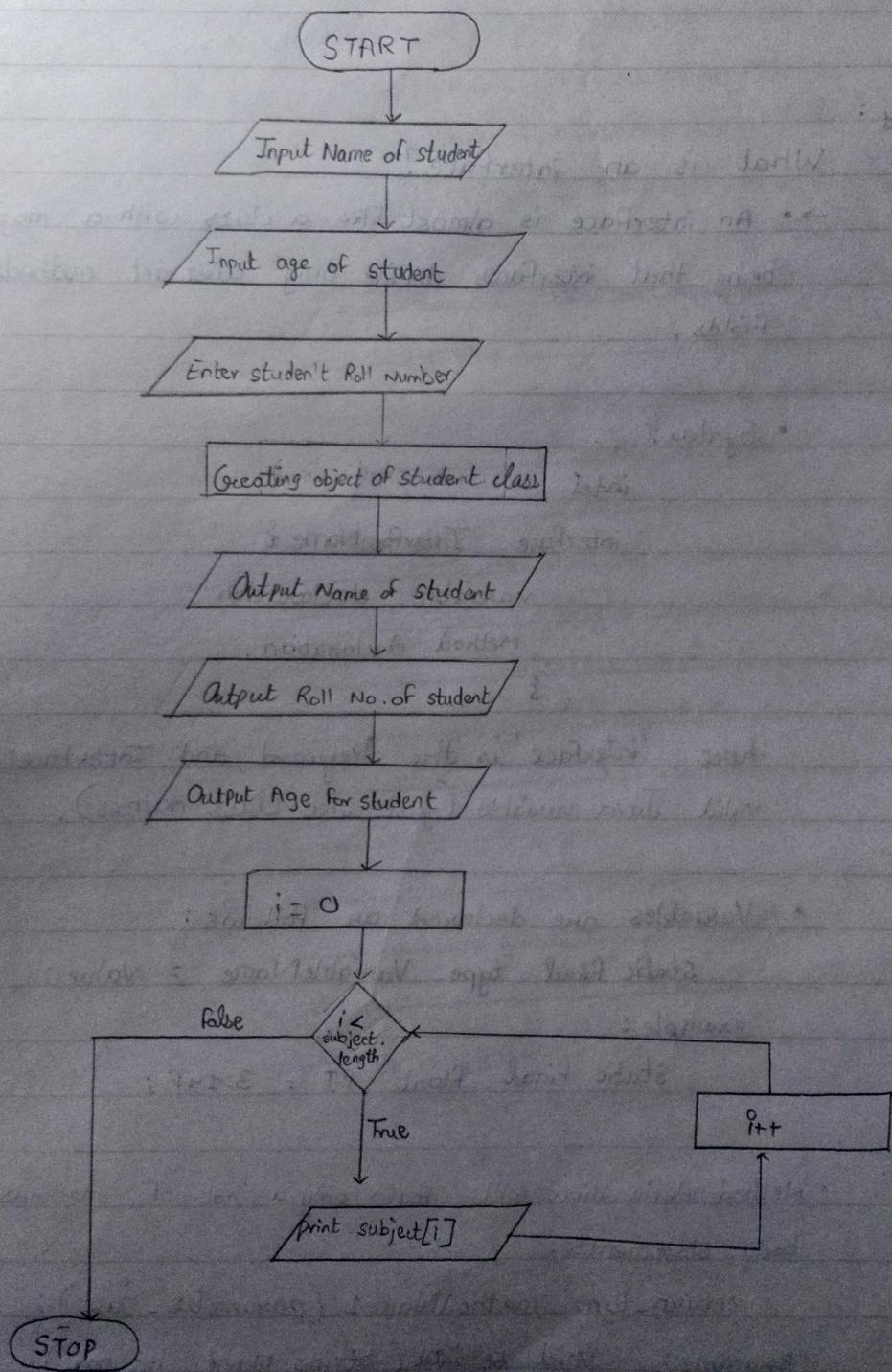
static final float PI = 3.14F;

- Method declaration will contain only a list of methods without any body statements:

return-type methodName1 (parameter-list);

example: void setData (String Name, int age);

Flowchart:



Extending Interfaces:

- An interface can be sub-interfaced from other interfaces.
- The new subinterface will inherit all the members of the subinterface in the manner similar to subclasses.
- This is achieved using the keyword, 'extends'.
- Syntax :

```
interface name1 extends name2 {  
    // body of name1  
}
```

• We can also combine several interfaces together into a single interface. Syntax:

| | |
|------------------------------------|------------------------------------|
| interface a { // body of a } | interface b { // body of b } |
|------------------------------------|------------------------------------|

```
interface c extends a, b {  
    // body of c  
}
```

- Interfaces cannot extend classes as it would violate the rule of interfaces having only final variables and abstract methods.

Conclusion :

Hence, by performing this practical, I learnt about the concept of interfaces and their implementation. I also created, developed, debugged and executed java programs on interfaces.