

Interfaces

The purpose of an interface is to just to declare all the functionalities required before actually implementing them.

- Interfaces looks similar to Classes and are extensions of abstract classes
 - Create an interface say 'Bank' in Eclipse IDE and create variables & methods inside it as shown [here](#)
 - Variables in the interfaces are of static and final type
 - In abstract classes, we can have both methods (i.e. implemented and non-implemented), where as in interfaces, we cannot implement any methods.
 - Classes use **implements** keyword to implement any interface - Demonstrate [here](#)
 - Classes implementing an interface can have their own specific methods apart from methods which are acquired from an interface - Demonstrate [here](#)
 - Objects cannot be created for an interface - Demonstrate
 - Object can be created for the Classes which are implementing the interfaces, for accessing interface defined methods and class specific methods - Demonstrate
 - Follow the below steps to provide the access the interface specific methods and not to access the class specific methods
 - Create an object for the Class which is implementing the interface
 - Assign the object of the class to the interface reference variable
 - Using the interface reference variables, we can now access only the methods which are declared in the interface - Demonstrate [here](#)
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