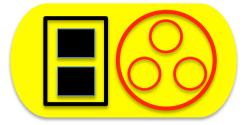
IMPLEMENTING INTERFACES



public interface VehicleIF {





```
void moveForward();
void moveBackward();
String toString();
}
```

```
public class Vehicle
implements VehicleIF {
  private String color;
  public Vehicle(String c) {color=c;}
  public void moveForward() {...}
  public void moveBackward() {...}
  public String toString() {...}
}
```

interface





interface





abstract class





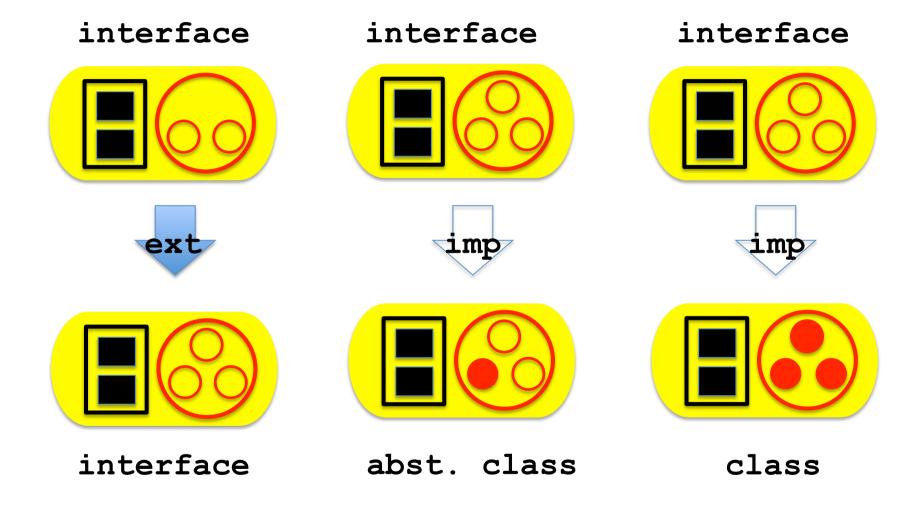
abstract class

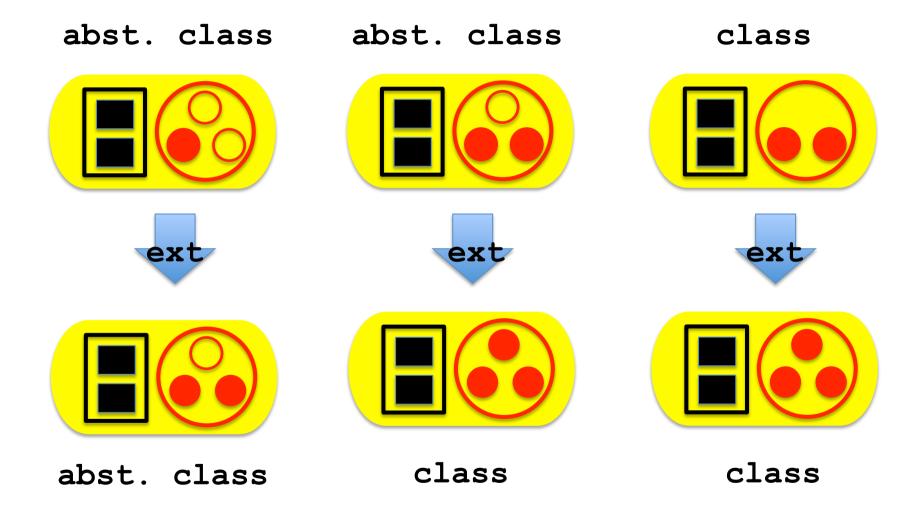






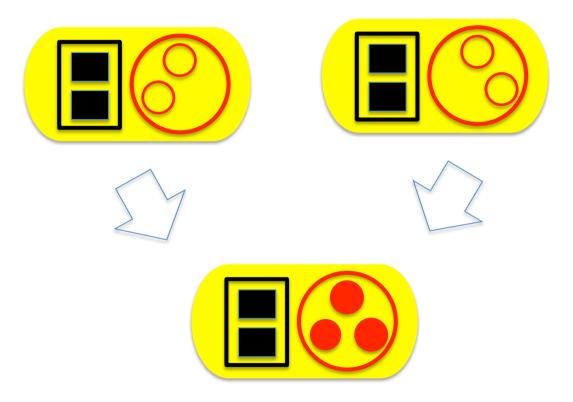
class



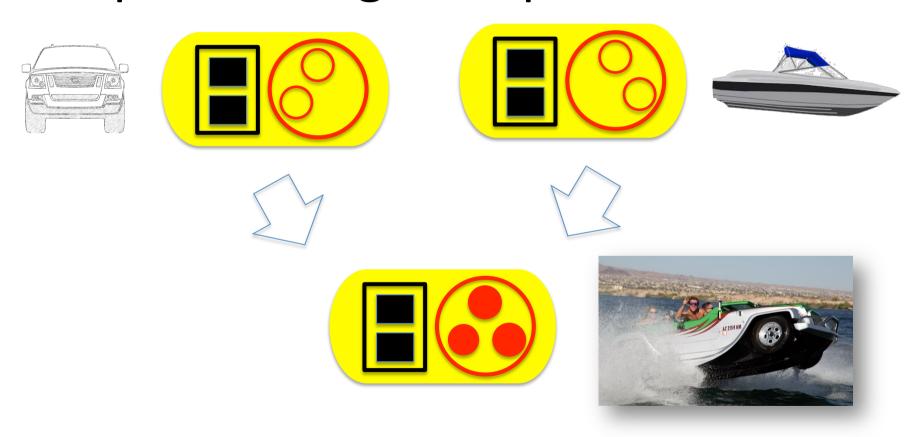


```
public interface Movable{
  void moveForward();
  void moveBackward();
  String toString();
```

Implementing multiple Interfaces



Implementing multiple Interfaces



Name Conflicts

- Same method name
 - Different return type: error
 - Same return type, different parameter types: implement each method (overloading)
 - Same parameter & return types: implement once
- Same variable name
 - Solved with prefix

Implementing and extending

