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## Aim:

Write a Java program that implements an **interface**.

Create an interface called Car with two abstract methods String getName() and int getMaxSpeed(). Also declare one **default** method void applyBreak() which has the code snippet

```
System.out.println("Applying break on " + getName());
```

In the same interface include a **static** method <code>Car getFastestCar(Car car1, Car car2)</code>, which returns **car1** if the **maxSpeed** of **car1** is greater than or equal to that of **car2**, else should return **car2**.

Create a class called BMW which implements the interface Car and provides the implementation for the abstract methods **getName()** and **getMaxSpeed()** (make sure to declare the appropriate fields to store **name** and **maxSpeed** and also the constructor to initialize them).

Similarly, create a class called Audi which implements the interface Car and provides the implementation for the abstract methods **getName()** and **getMaxSpeed()** (make sure to declare the appropriate fields to store **name** and **maxSpeed** and also the constructor to initialize them).

Create a public class called [MainApp] with the main() method.

Take the input from the command line arguments. Create objects for the classes BMW and Audi then print the fastest car.

## Note:

Java 8 introduced a new feature called default methods or defender methods, which allow developers to add new methods to the interfaces without breaking the existing implementation of these interface. These default methods can also be overridden in the implementing classes or made abstract in the extending interfaces. If they are not overridden, their implementation will be shared by all the implementing classes or sub interfaces.

Below is the syntax for declaring a default method in an interface :

```
public default void methodName() {
    System.out.println("This is a default method in interface");
}
```

Similarly, **Java 8** also introduced <code>static</code> methods inside interfaces, which act as regular static methods in classes. These allow developers group the utility functions along with the interfaces instead of defining them in a separate helper class.

Below is the syntax for declaring a static method in an interface :

```
public static void methodName() {
    System.out.println("This is a static method in interface");
}
```

**Note:** Please don't change the package name.

## **Source Code:**

q11284/MainApp.java

Srinivasa Ramanujan Institute of Technology

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```
package q11284;
interface Car {
   public String getName();
   public int getMaxSpeed();
   public default void applyBreak(){
      System.out.println("Applying break on "+getMaxSpeed());
   }
   public static Car getFastestCar(Car car1,Car car2){
      if(car1.getMaxSpeed()>=car2.getMaxSpeed()){
         return car1;
      }
      return car2;
   }
}
class BMW implements Car {
   String name;
   int bmwspeed;
   BMW(String name,int bmwspeed){
      this.name=name;
      this.bmwspeed=bmwspeed;
   }
   public String getName(){
      return name;
   }
```

```
public int getMaxSpeed(){
      return bmwspeed;
   }
   public void applyBreak(){
      System.out.println("Applying break on "+getName());
   }
}
class Audi implements Car {
   String name;
   int AudiSpeed;
   Audi(String name,int speed){
      this.name = name;
      AudiSpeed = speed;
   }
   public String getName(){
      return name;
   }
   public int getMaxSpeed(){
      return AudiSpeed;
   }
   public void applyBreak(){
      System.out.println("Applying break on "+getName());
   }
}
public class MainApp {
   public static void main(String args[]) {
      int s = Integer.parseInt(args[1]);
      int s2 = Integer.parseInt(args[3]);
```

```
Car car1 = new BMW(args[0],s);
      Car car2 = new Audi(args[2],s2);
      System.out.println("Fastest car is : "+Car.getFastestCar(car1,car2).getName());
  }
}
```

## Execution Results - All test cases have succeeded!

Test Case - 1
User Output
Fastest car is : BMW

	Test Case - 2	
User Output		
Fastest car is : Maruthi		