**What is the difference between an interface and an abstract class? Write down some examples where you would use an interface and some examples where you would use an abstract class**

I would use the interface class to give an overview of methods that needs to be implemented in a class.

For example, If I am programming with other people, they can’t avoid those methods in the interface class.

I would use the abstract class to avoid the possibility of instantiating that class where only the classes related to that class, can be instantiated.

This removes the possibility of

**What are the downsides of inheritance?**

If there is something in the superclass which is not desirable, you can’t avoid is. For example, if the superclass “Country” prints palms and the subclass in “Denmark”, then that function in the superclass is unwanted.

**How do i get from a customer describing a system he wants to have to a fully coded system? What steps would you take?**

I would make a domain model with him and ask into the different parts of the model, about which functions the system should include.

**What is the difference between coding and developing software?**

Coding is writing in a language, that the machine understands. Developing software is making a functional program and maintaining it.

**What do you think is good code?**

A good code is a readable code, with as few steps for the computer to calculate on.