

# Interface

- An Interface is defined using the `interface` keyword
- Interfaces are used only during compilation time to check types
- By convention, interface definitions start with an `I`, e.g.: `IPoint`
- Interfaces are used in classical object oriented programming as a design tool
- Interfaces don't contain implementations
- They provide definitions only
- When an object implements an interface, it must adhere to the contract defined by the interface
- An interface defines what properties and methods an object must implement
- If an object implements an interface, it must adhere to the contract. If it doesn't the compiler will let us know.
- Interfaces also define custom types

## Example

Below is an example of an Interface that defines two properties and three methods that implementers should provide implementations for:

```
interface IMyInterface {  
  
    // some properties  
    id: number;  
    name: string;  
  
    // some methods  
    method(): void;  
    methodWithReturnVal(): number;  
    sum(nums: number[]): number;  
  
}
```

Using the interface above we can create an object that adheres to the interface:

```
let myObj: IMyInterface = {  
  
    id: 2,  
    name: 'some name',  
  
    method() { console.log('hello'); },  
    methodWithReturnVal () { return 2; },  
    sum(numbers) {  
        return numbers.reduce( (a,b) => { return a + b } );  
    }  
  
};
```

Notice that we had to provide values to **all** the properties defined by the Interface, and the implementations for **all** the methods

defined by the Interface.

And then of course you can use your object methods to perform operations:

```
let sum = myObj.sum([1,2,3,4,5]); // -> 15
```

## Some Angular Interfaces

### *LifeCycle Interfaces*

```
export interface OnChanges { ngOnChanges(changes: { [key: string]: SimpleChange }); }
```

```
export interface OnInit {
  ngOnInit();
}

export interface DoCheck {
  ngDoCheck();
}

export interface OnDestroy {
  ngOnDestroy();
}

export interface AfterContentInit {
  ngAfterContentInit();
}

export interface AfterContentChecked {
  ngAfterContentChecked();
}

export interface AfterViewInit {
  ngAfterViewInit();
}

export interface AfterViewChecked {
  ngAfterViewChecked();
}
```