**5.What is interface in c# ?**

**Points to Remember** :

1.Interface can contain declarations of method, properties, indexers, and events.

2.Interface cannot include private, protected, or internal members. All the members are public by default.

3.Interface cannot contain fields, and auto-implemented properties.

4.A class or a struct can implement one or more interfaces implicitly or explicitly. Use public modifier when implementing interface implicitly, whereas don't use it in case of explicit implementation.

5.Implement interface explicitly using InterfaceName.MemberName.

6.An interface can inherit one or more interfaces.

Why it is required ?

1.An interface may not declare instance data such as fields, auto-implemented properties, or property-like events.

2. By using interfaces, you can, for example, **include behavior from multiple sources in a class**.

3.That capability is important in C# because the language doesn't support multiple inheritance of classes.