# Topic Interfaces and Generics

1. Create an interface called Payment that has a behavior (makePayment) that has 2 implementations (PaymentByCash and PaymentByCard).
   1. Create a Client to test the above for different modes of payment.
   2. Create a Factory method to make it loosely coupled.
2. Create an interface CollectionInterface that has a method addElement(T t) that adds element of any type to a collection.
   1. An interface ListInterface extends CollectionInterface, adds another version of adding any element in an index. addElement(T t,int index).
   2. Write a client to test the above with following types.
      1. Integer
      2. String
      3. Book
3. Create an interface Comparable<T t> that compares the current object of the class that implements it with the passed object to method compareTo(T t);
   1. Create a client to test the above.