Object Oriented Software Development

Week 7

Interfaces

A class that contains only **method signatures** and **constants**

Should **not** be used for a single class

Why? - if those methods are only in that 1 class, should just put them in that class

(Some will disagree with this)

Interface vs abstract

Abstract class can have method implementation and attributes

Abstract = "is a"
e.g. Triangle is a Shape, Dog is an Animal

Interface = "can do"
e.g. Shape implements Drawable, Animal implements Moveable

Interface vs abstract

A class can only extend 1 class, and can implement multiple

e.g.

```
public class Student extends Person implements
    Comparable, Cloneable{}
```

Kahoot!

Pairs or individually

Share a single device