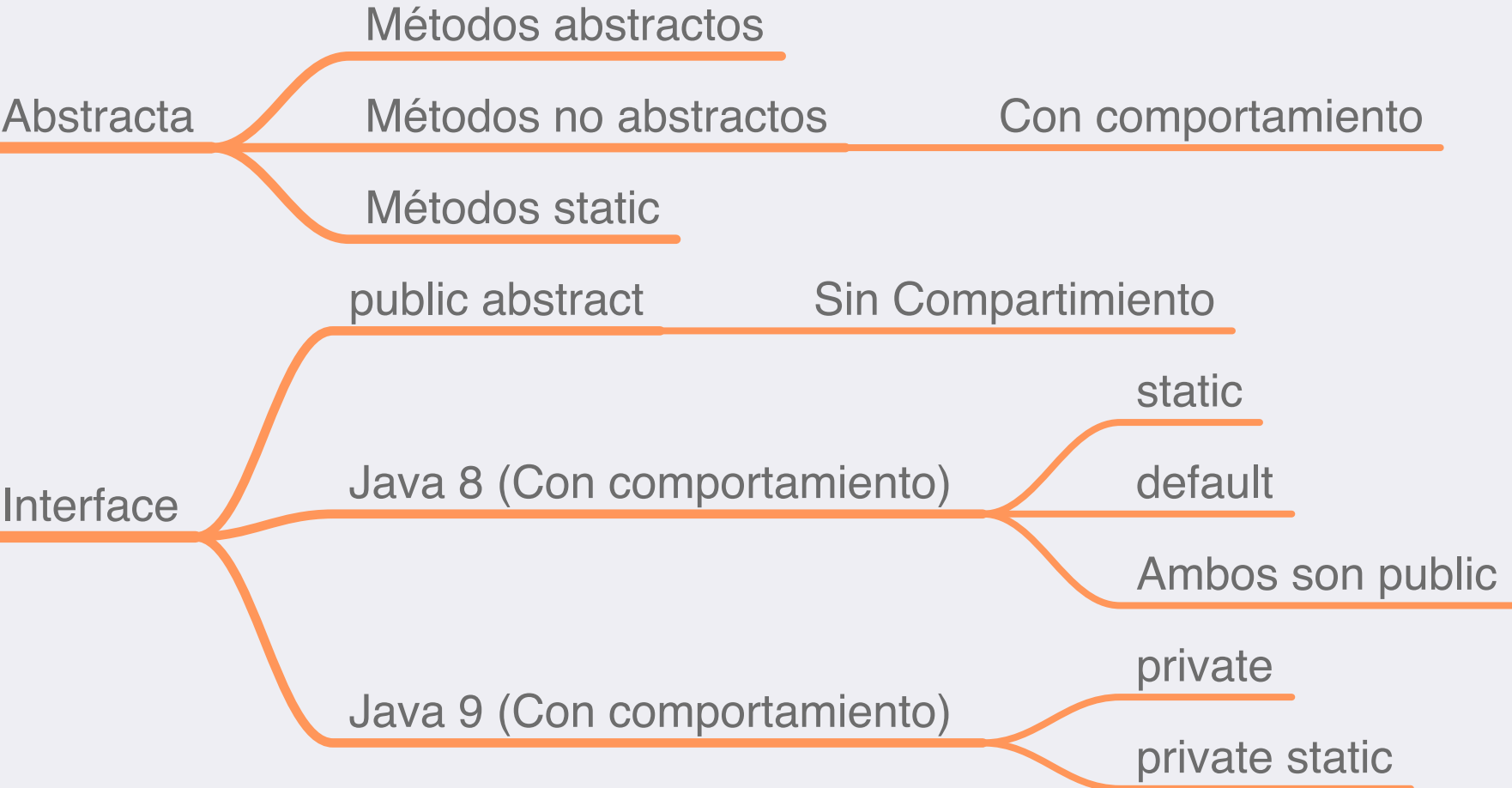
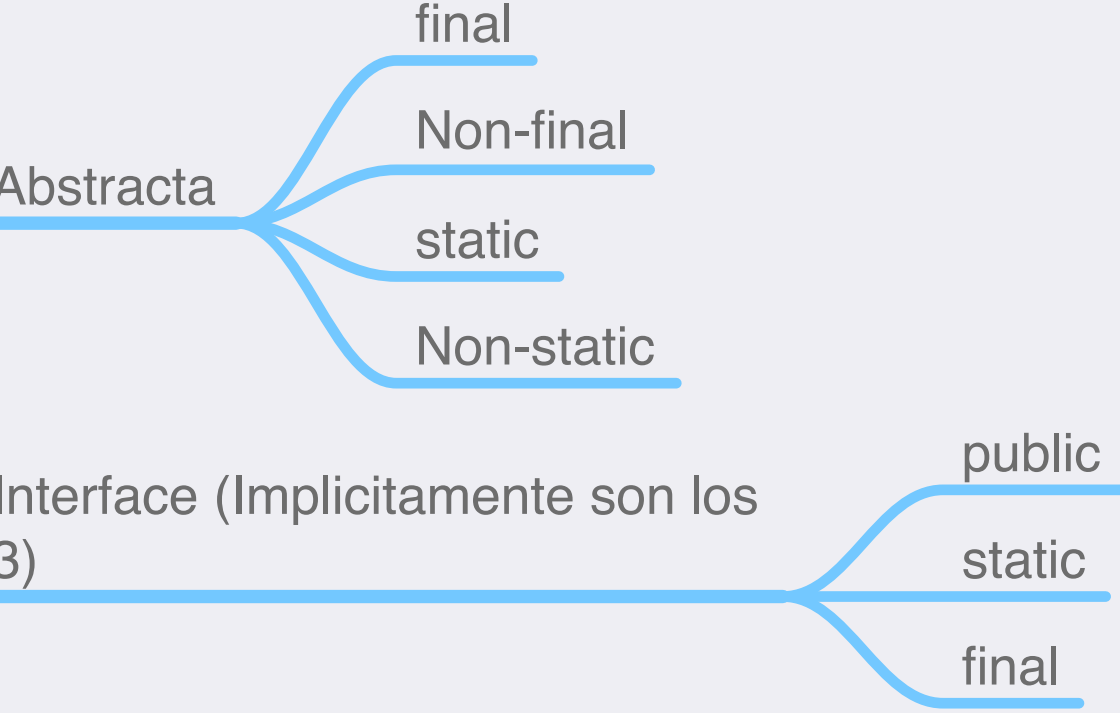


Clases Abstractas vs Interfaces

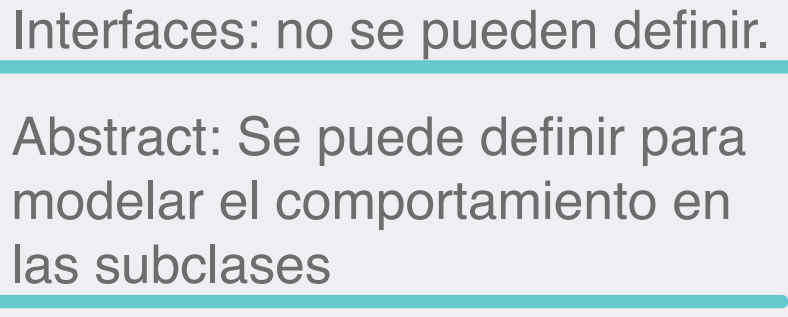
1. Tipo de métodos



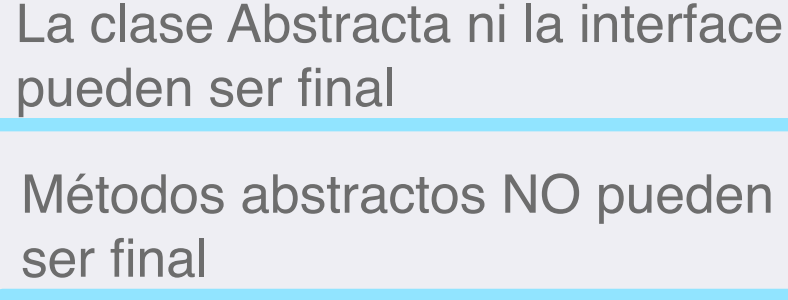
2. Variables ó Atributos



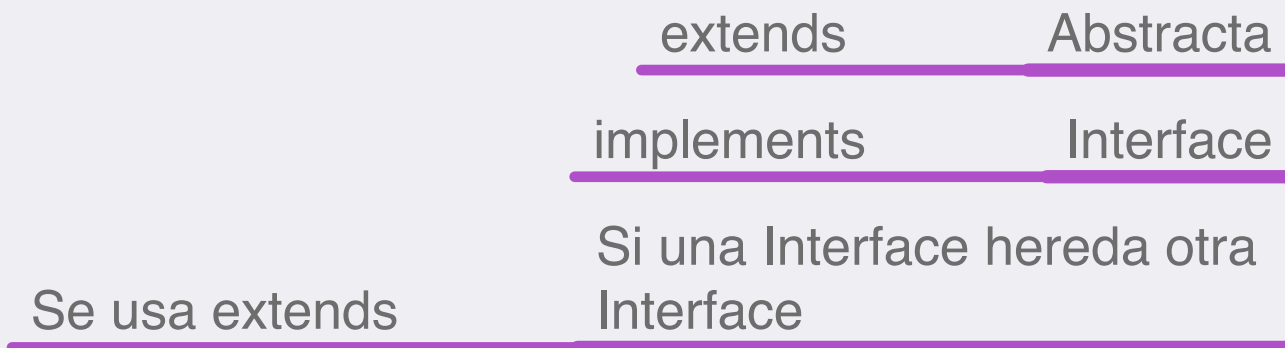
5. Constructores



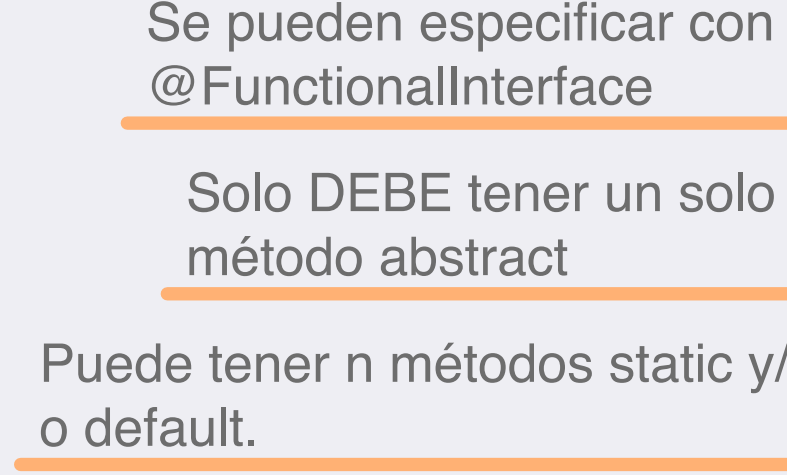
8 Final



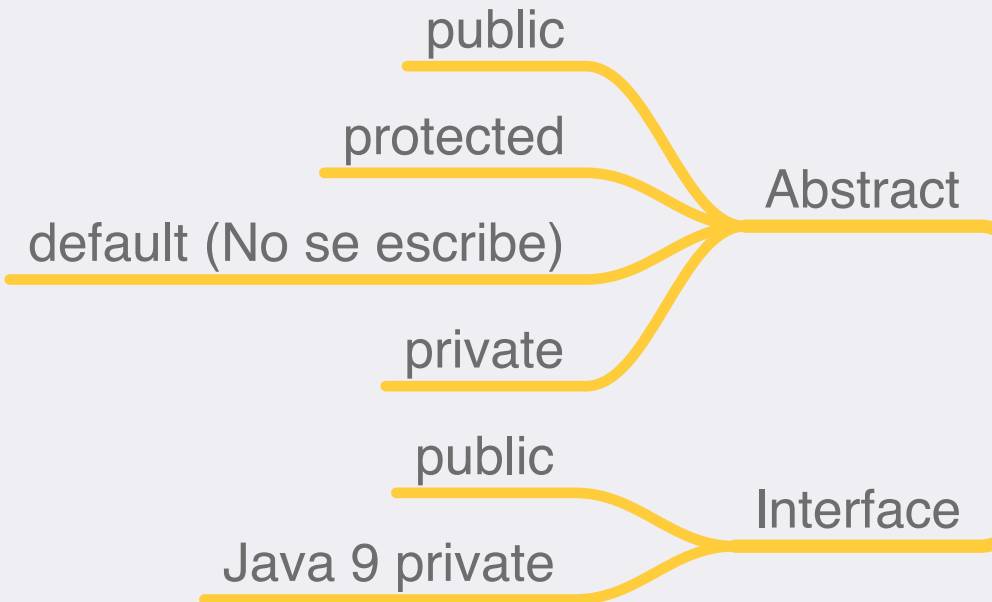
3. Implementación



7. Interfaces Funcionales



4. Accesibilidad miembros (Atributos y/o métodos)



6. Herencia múltiple

