Review

Well done! In this lesson, you:

- Learned that interfaces are useful to guarantee certain functionality across multiple classes
- Built an interface using the `interface` keyword
- Defined properties and methods (but not constructors or fields) in the interface
- Built classes that implemented the interface
- Added members to the classes that weren't specified in the interface

As a last note: a class can implement multiple interfaces. For example, `Sedan` could implement `IAutomobile` and a new `IReyclable` interface. It would be useful to separate interfaces if they aren't related, i.e. not all automobiles are recyclable.

With this lesson you completed, you might be asking yourself this question:

We have duplicated code, like `SpeedUp()` and `SlowDown()`, in two classes, and we know that duplicated code is hard to maintain. Is there a way to avoid duplication?

The answer has to do with *inheritance*. The concept won't be covered in this lesson, but now you have one good reason to learn it.

Your C# skills are growing. Keep up the good work!

☑Instructions

The completed code is provided for you here. Make sure you are comfortable with interfaces before you move on from this lesson.

- **IAutomobile.cs**defines the interface
- **Sedan.cs** and **Truck.cs** define two classes that implement the interface
- **Program.cs**demonstrates those classes in action