

# Module 11

## Interfaces

# Interfaces

Axe  
Sword  
Bread  
Mouse  
Horse

# Interfaces

Axe

Sword

Bread

Mouse

Horse

PutInBag

AttackWith

GreetToAnimal

# Interfaces

Axe	IPackable, IDangerous
Sword	IPackable, IDangerous
Bread	IPackable
Mouse	IPackable, Animal
Horse	Animal

  

PutInBag
AttackWith
GreetToAnimal

# Interfaces

Axe	IPackable, IDangerous
Sword	IPackable, IDangerous
Bread	IPackable
Mouse	IPackable, Animal
Horse	Animal
PutInBag	IPackable
AttackWith	IDangerous
GreetToAnimal	Animal

# Interfaces

```
private static void PutInBag(IPackable packable)
{
}

private static void AttackWith(IDangerous dangerous)
{
}

private static void GreetToAnimal(Animal animal)
{
}
```