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GDESE69

(01)A,D,E,F,G

(02)A,B

(03)C,D

(04)A,D

(05)A,B,D

(06)A,C,G

(07)

Abstract classes:

- Can have both abstract and concrete methods.
- Can have instance variables.
- Can have constructors.
- Used for code reuse and establishing a base for subclasses.

Interfaces:

- Can only have abstract methods (except default methods in Java 8 and later).
- Variables are implicitly public, static, and final.
- Cannot have constructors.
- Used for defining contracts and achieving polymorphism.

When to use each:

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- Abstract class: When you have some shared implementation and want to provide a partial blueprint for subclasses.
- Interface: When you want to define a set of behaviors without providing implementation or enforce a contract for multiple unrelated classes.

(08)C,D

(09)A,B,C

(10)C,F

(11)B,D

(12)No Answers