7. Week 7- INTERFACE

```
RBI issues all national banks to collect interest on all customer loans.

Create an RBI interface with a variable String parentBank="RBI" and abstract method rateOfInterest().

RBI interface has two more methods default and static method.

default void policyNote() {

System.out.println("RBI has a new Policy issued in 2023.");

}

static void regulations(){

System.out.println("RBI has updated new regulations on 2024.");

}

Create two subclasses SBI and Karur which implements the RBI interface.

Provide the necessary code for the abstract method in two sub-classes.
```

Sample Input/Output:

RBI has a new Policy issued in 2023 RBI has updated new regulations in 2024. SBI rate of interest: 7.6 per annum. Karur rate of interest: 7.4 per annum.

For example:

Test	Result
1	RBI has a new Policy issued in 2023 RBI has updated new regulations in 2024. SBI rate of interest: 7.6 per annum. Karur rate of interest: 7.4 per annum.

```
interface RBI{
    String parentBank="RBI";
    double rateOfIntrest();
    default void policyNote(){
       System.out.println("RBI has a new Policy issued in 2023");
    static void regulations(){
       System.out.println("RBI has updated new regulations in 2024.");
    }
class SBI implements RBI{
   public double rateOfIntrest(){
       return 7.6;
class Karur implements RBI{
    @Override
    public double rateOfIntrest(){
       return 7.4;
public class Main{
    public static void main(String[] args){
       SBI s1=new SBI();
        Karur k1=new Karur();
       s1.policyNote();
       RBI.regulations();
       double sr=s1.rateOfIntrest();
       double kr=k1.rateOfIntrest();
System.out.println("SBI rate of interest: "+sr+" per annum.");
        System.out.println("Karur rate of interest: "+kr+" per annum.");
    }
```

```
create an interface Playable with a method play() that takes no arguments and returns void. Create three classes Football, Volleyball, and Basketball that implement the Playable interface and override the play() method to play the
interface Playable {
  void play();
}
class Football implements Playable {
  String name;
  public Football(String name){
    this.name=name;
 public void play() {
  System.out.println(name+" is Playing football");
Similarly, create Volleyball and Basketball classes.
Sample output:
Sadhvin is Playing football
Sanjay is Playing volleyball
Sruthi is Playing basketball
For example:
 Test Input Result
       Sadhvin Sadhvin is Playing football
       Sanjay | Sanjay is Playing volleyball
       Sruthi | Sruthi is Playing basketball
      Vijay Vijay is Playing football
                Arun is Playing volleyball
       Balaji is Playing basketball
```

```
import java.util.Scanner;
interface Playable{
    void play();
class Football implements Playable{
    String name;
    public Football(String name){
      this.name=name;
    @Override
    public void play(){
        System.out.println(name+" is Playing football");
class Volleyball implements Playable{
    String name;
public Volleyball(String name){
       this.name=name;
    @Override
    public void play(){
         System.out.println(name+" is Playing volleyball");
class Basketball implements Playable{
    String name;
public Basketball(String name){
       this.name=name;
    @Override
    public void play(){
         System.out.println(name+" is Playing basketball");
    }
public class Main{
   public static void main(String[] args){
         Scanner sc=new Scanner(System.in);
String n1=sc.nextLine();
String n2=sc.nextLine();
         String n3=sc.nextLine();
         Football f=new Football(n1);
Volleyball v=new Volleyball(n2);
Basketball b=new Basketball(n3);
         f.play();
         v.play();
b.play();
```

	Test	Input	Expected	Got	
~	1	Sadhvin Sanjay Sruthi	Sanjay is Playing volleyball	Sadhvin is Playing football Sanjay is Playing volleyball Sruthi is Playing basketball	~
~	2	Vijay Arun Balaji	Vijay is Playing football Arun is Playing volleyball Balaji is Playing basketball	Vijay is Playing football Arun is Playing volleyball Balaji is Playing basketball	~
Passe	d all te	sts! 🗸			

```
Create interfaces shown below.
interface Sports {
public void setHomeTeam(String name);
public void setVisitingTeam(String name);
interface Football extends Sports {
public void homeTeamScored(int points);
public void visitingTeamScored(int points);}
create a class College that implements the Football interface and provides the necessary functionality to the abstract methods.
sample Input:
Rajalakshmi
Saveetha
22
21
Output:
Rajalakshmi 22 scored
Saveetha 21 scored
Rajalakshmi is the Winner!
For example:
```

Test	Input	Result
1	Rajalakshmi Saveetha	Rajalakshmi 22 scored Saveetha 21 scored
	22	Rajalakshmi is the winner!
	21	

```
import java.util.Scanner;
// Sports Interface
interface Sports {
    public void setHomeTeam(String name);
    public void setVisitingTeam(String name);
// Football Interface extending Sports
interface Football extends Sports {
    public void homeTeamScored(int points);
    public void visitingTeamScored(int points);
// College class implementing Football interface
class College implements Football {
    private String homeTeam;
    private String visitingTeam;
    private int homeTeamPoints;
    private int visitingTeamPoints;
    // Implementing setHomeTeam method
    @Override
    public void setHomeTeam(String name) {
        this.homeTeam = name;
    // Implementing setVisitingTeam method
    @Override
    public void setVisitingTeam(String name) {
        this.visitingTeam = name;
    // Implementing homeTeamScored method
    @Override
    public void homeTeamScored(int points) {
      this.homeTeamPoints = points;
    // Implementing visitingTeamScored method
    @Override
    public void visitingTeamScored(int points) {
        this.visitingTeamPoints = points;
    // Method to display the result
    public void displayResult() {
        System.out.println(homeTeam + " " + homeTeamPoints + " scored");
System.out.println(visitingTeam + " " + visitingTeamPoints + " scored");
        if (homeTeamPoints > visitingTeamPoints) {
            System.out.println(homeTeam + " is the winner!");
```

```
if (homeTeamPoints > visitingTeamPoints) {
           System.out.println(homeTeam + " is the winner!");
       } else if (visitingTeamPoints > homeTeamPoints) {
           System.out.println(visitingTeam + " is the winner!");
       } else {
           System.out.println("It's a tie match.");
}
// Main class to execute the program
public class Main {
   public static void main(String[] args) {
       Scanner scanner = new Scanner(System.in);
       String homeTeam = scanner.nextLine(); // First input: Home team name
       String visitingTeam = scanner.nextLine(); // Second input: Visiting team name
       int homeTeamScore = scanner.nextInt(); // Third input: Home team score
       int visitingTeamScore = scanner.nextInt(); // Fourth input: Visiting team score
        // Creating an instance of College class
       College collegeMatch = new College();
       // Setting teams and scores
       collegeMatch.setHomeTeam(homeTeam);
       collegeMatch.setVisitingTeam(visitingTeam);
       {\tt collegeMatch.homeTeamScored(homeTeamScore);}
       collegeMatch.visitingTeamScored(visitingTeamScore);
       // Displaying the result
       collegeMatch.displayResult();
       scanner.close();
```

	Test	Input	Expected	Got	
~	1	Rajalakshmi Saveetha 22 21	Rajalakshmi 22 scored Saveetha 21 scored Rajalakshmi is the winner!	Rajalakshmi 22 scored Saveetha 21 scored Rajalakshmi is the winner!	~
~	2	Anna Balaji 21 21	Anna 21 scored Balaji 21 scored It's a tie match.	Anna 21 scored Balaji 21 scored It's a tie match.	~
~	3	SRM VIT 20 21	SRM 20 scored VIT 21 scored VIT is the winner!	SRM 20 scored VIT 21 scored VIT is the winner!	~

Passed all tests! 🗸