Interface--------🡪achieve 100% abstraction

Java

1.class

2.Interface

Abstraction----🡪hiding the complexity of the feature and exposing only the required features.

1.concrete method🡪any method which having both declaration and definition

Public void demo(){

//statement

}

2.Concrete class

Any class which contains only concrete method

Class A{

Public void sample(){

//statement

}}

3.abstract method

Any method which having only declaration no definition

Public void demo();

4.abstract class

Any class which is having both concrete and abstract

Class A{

Public void demo();

Public void sample(){

//statement

}}

1.Memebers of interface

1.varaible-🡪public static final

2.static method-🡪have body

3.Non static method-🡪abstract

2.Constructor is not present in interface

3.all the members of the interface by default it is public

C-🡪C extends

I-🡪I Extends

I--🡪C implements

C-🡪I not possible

4.We cannot create object for interface

But we can access it using reference variable.

5.We can achieve multiple inheritance

Final

1.final-🡪class

Final class A-🡪cannot be inherited

2.final-🡪method

Final public void demo(){

}// cannot be overridden

3.final-🡪variable

Cannot be reinitialized

I2

I1

A

Class A implements I1,I2

Class A extends B implements I1

i

b

a