**Program wise Difference between Tight Coupling and Loose Coupling?**

**Tight Coupling Between two Objects**

class Traveler

{

Car c=new Car();

void startJourney()

{

c.move();

}

}

class Car

{

void move()

{

// logic...

}

}

**Loose Coupling Between two Objects**

class Traveler

{

Vehicle v;

public void setV(Vehicle v)

{

this.v = v;

}

void startJourney()

{

v.move();

}

}

//=========================Interface====================================

Interface Vehicle

{

void move();

}

//====================Multiple class implement vehicle interface.

First class====

class Car implements Vehicle

{

public void move()

{

// logic

}

}

//===================

Second class================

class Bike implements Vehicle

{

public void move()

{

// logic

}

}