**9. What is Interface and where you are using in automation?**

**Interface:**

- An interface in Java is a contract specifying a set of methods that a class must implement if it implements that interface. It defines what an implementing class should do but not how it should do it. It's like a blueprint.

**For example:**

- In our framework, we've defined two interfaces called "Browser" and "Element". These Interfaces outline a set of actions that the class implementing them must perform. For instance, in the "Browser" Interface, we have a method named `locateElements()` which is then implemented in our framework using SeleniumBase, providing the actual functionality to locate elements in the browser.