CSSE 220 – Object-Oriented Software Development
Rose-Hulman Institute of Technology

Worksheet 09

Name (Print):_____   Section:_____

1. Define the Encapsulation:
   Answer:

2. Select the correct statement

   1) Classes are blueprints and interfaces are contracts

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3. True/False Interface specifies **what** a class can do without telling **how** to do

4. Name 2 benefits of interfaces:

   1)

   2)

5. Complete the code

```
public _____Animal  {

     public void animalSound();
}

class Dog _____ Animal {

   _____   {

   System.out.println("RRR");
   }

}
```

6. Write class or interface next to the statements:

1) _____ can create objects

2) _____ cannot create an object

3) _____ contains methods with implementation

4) _____ contains empty methods

7. the interfaces can be extended by using the word _____

8. True/False Class can implement many interfaces

9. True/False Class can extend many classes

10. True/False Interface can extend many interfaces

11. You have two interfaces Animal and Person. You want to extend person to animal

```
1
2            ------------- {
3
4    public void talk();
5 }
```

12. Interface reference (Person dog = new Dog()) vs Class Reference (Dog dog = new Dog())

1) _____: provides access to all methods in the class Dog

2) _____: only provide access to methods defined in the interface Person