**Interfaces in Object Oriented Programming Languages**

An interface is a programming structure/syntax that allows the computer to enforce certain properties on an object (class). For example, say we have a car class and a scooter class and a truck class. Each of these three classes should have a start\_engine() action. How the "engine is started" for each vehicle is left to each particular class, but the fact that **they must** have a start\_engine action is the domain of the interface.