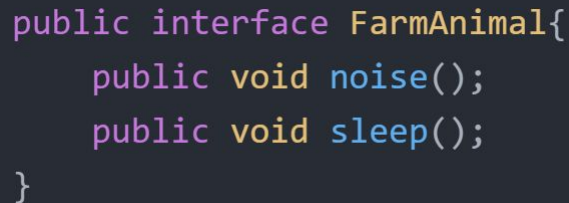# Creature Interface

Mr. Poole
Java

Interfaces are **abstract**

Abstraction is the practice of only showing the user the essential details.

Given the **FarmAnimal** interface

```
public interface FarmAnimal{
    public void noise();
    public void sleep();
}
```

- **FarmAnimal** hides the implementation of noise and sleep from the user.
- Its use is similar to why we use private vs public

This is a very direct way of creating abstraction.
We'll come back to this with classes.

Lab: Creature Interface

Create the <u>Creature Interface</u>

1. It should have the following
    a. boolean isDead()
    b. boolean takeDamage(int)
    c. String getName()
    d. void attack(Role)
2. Add another method of your choice that you want specific to your Creatures
3. No need to do anything in your main yet