

Assignment 11

* Title: Interfaces & packages.

* Problem Statement

Write a java program which demonstrates the concept of interfaces & packages. In this assignment, use of customised interfaces & packages for specifies applications are expected.

* Objectives:

- 1) To understand & use interfaces
- 2) To understand & use packages.

* Outcomes:

- 1) In able to implement interfaces in java
- 2) I am able to implement packages in java

* Software & Hardware Requirements:

- 1) Fedora OS, 64 bit
- 2) Editor, gedit
- 3) JDK

* Theory:

An interface in java is blueprint of class. It has static constants and abstract method. An interface describes (declared) methods but does not supply bodies for them. It is used to achieve abstraction & multiple inheritance in JAVA. JAVA interface represents "is a relationship" It cannot be instantiated

Packages:

It is a group of similar classes, subpackages & interfaces. Eg java, lang, awt, swing, etc.

* Algorithm:

```
package p;  
interface printable {  
    void print();  
}
```



```
Package p;  
import pl.*;  
class A implements printable {  
    public void print() {  
        System.out.println("Hello World");  
    }  
    public static void main(String args[]) {  
        A a = new A();  
        a.print();  
    }  
}
```

```
Package pr;  
interface printable {  
    void print();  
}
```

```
Interface showable {  
    void show();  
}
```

```
package cclass ;  
import pr.* ;  
class A implements printable , showable {  
    public void print () {  
        system.out.println ("Hello");  
    }  
    public void show () {  
        system.out.println ("Welcome")  
    }  
    public static void main (String[] args) {  
        A a = new A();  
        a.print();  
        a.show();  
    }  
}
```

Conclusion:

Students have implemented interfaces
& packages.