The compiler will force us to implement a `run` method in the class. If we implement it badly, by expecting a `string` instead of a `number` for example, the compiler will yell:

```
class IllegalPony implements CanRun {
  run(meters: string) {
    console.log(`pony runs ${meters}m`);
  }
}
// error TS2420: Class 'IllegalPony' incorrectly implements interface 'CanRun'.
// Types of property 'run' are incompatible.
```

You can also implement several interfaces if you want:

```
class HungryPony implements CanRun, CanEat {
  run(meters) {
    logger.log(`pony runs ${meters}m`);
  }

  eat() {
    logger.log(`pony eats`);
  }
}
```

And an interface can extend one or several others:

```
interface Animal extends CanRun, CanEat {}

class Pony implements Animal {
  // ...
}
```

When you're defining a class in TypeScript, you can have properties and methods in your class. You may realize that properties in classes are not a standard ES6 feature, it is only possible in TypeScript.

```
class SpeedyPony {
  speed = 10;

  run() {
    logger.log(`pony runs at ${this.speed}m/s`);
  }
}
```

Everything is public by default, but you can use the `private` keyword to hide a property or a method. If you add `private` or `public` to a constructor parameter, it is a shortcut to create and initialize a private or public member: