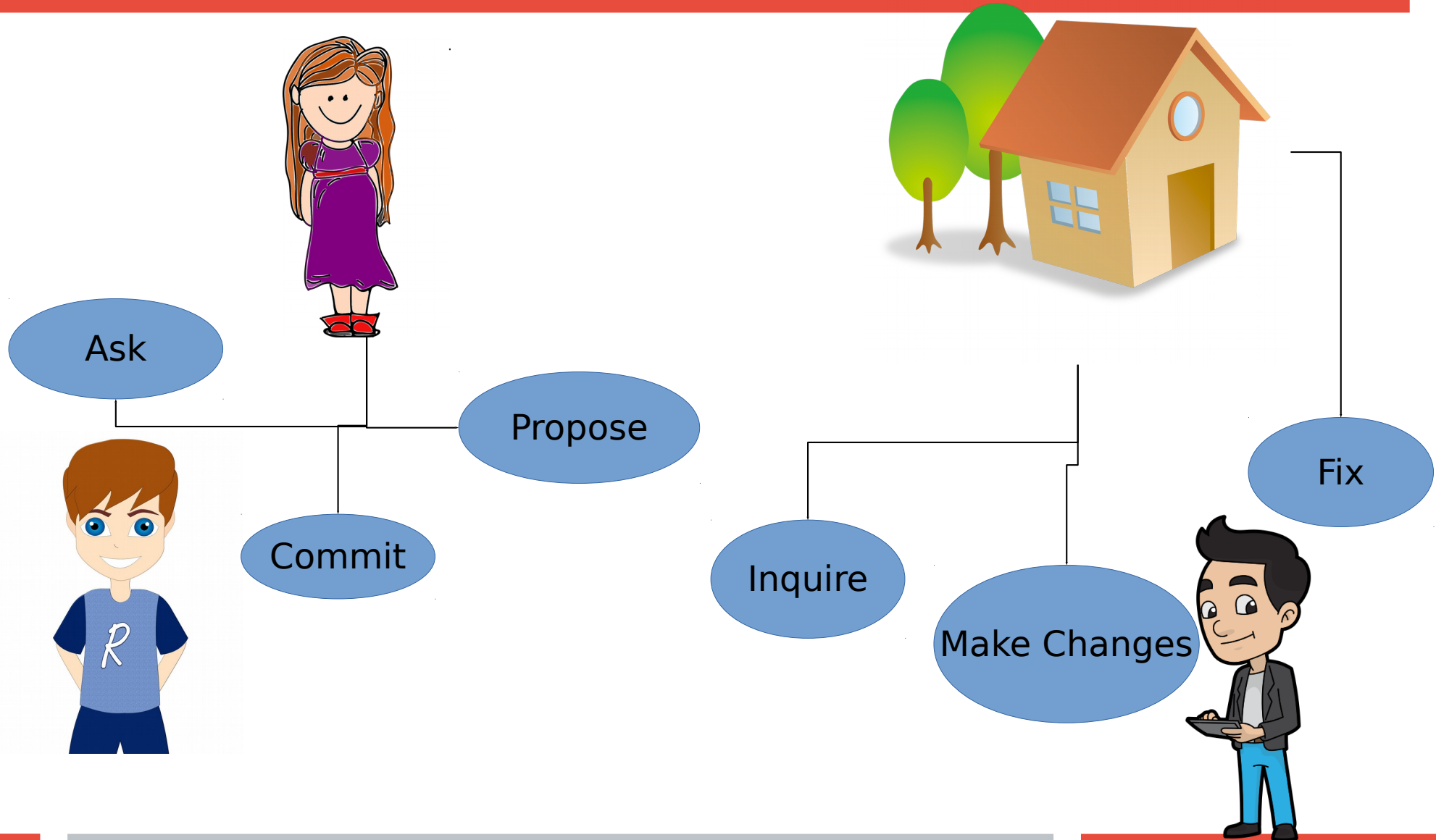


Distributed Version Control System (D-VCS)

Git Stories



Git Working

Make Changes

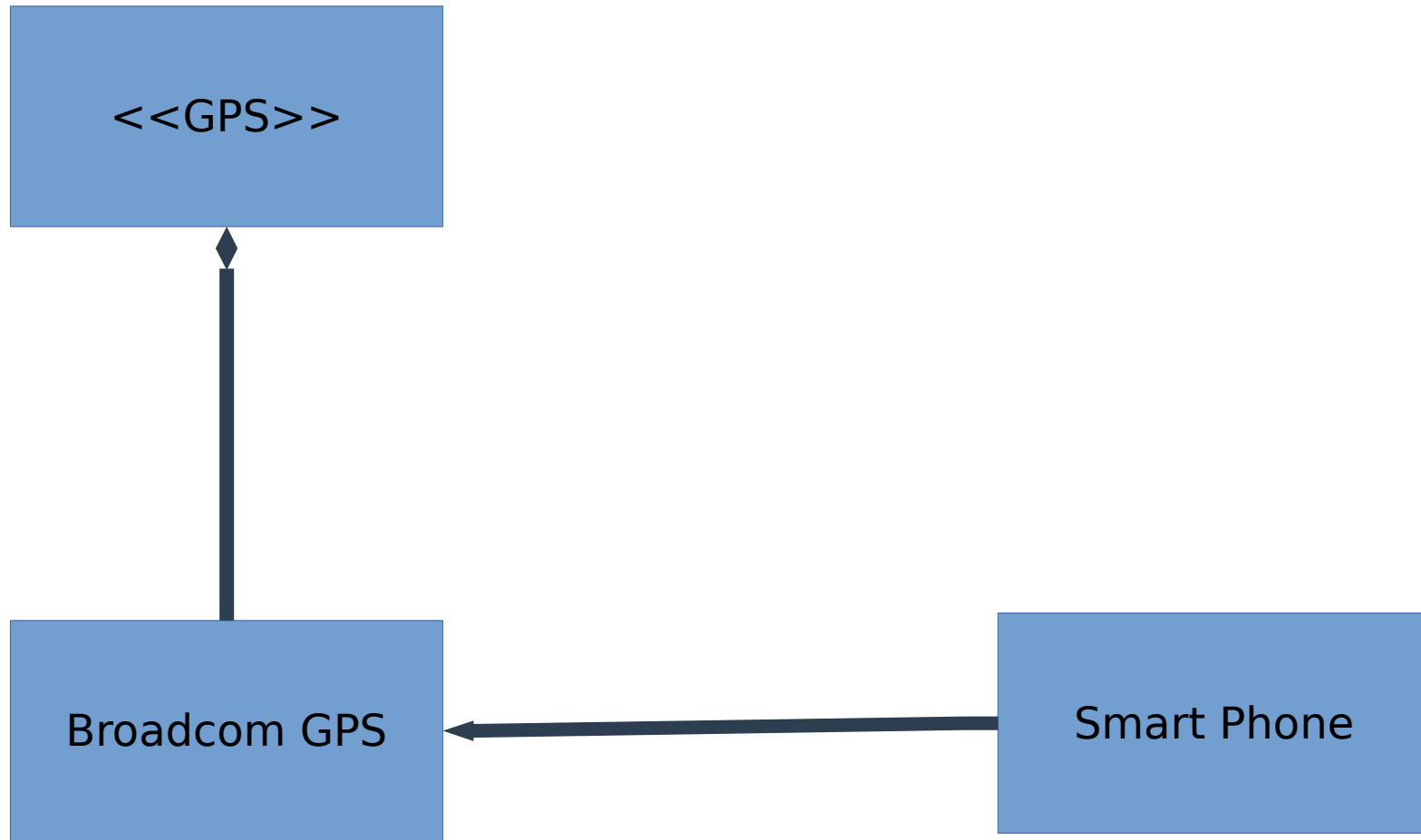
Pull

Commit

Push

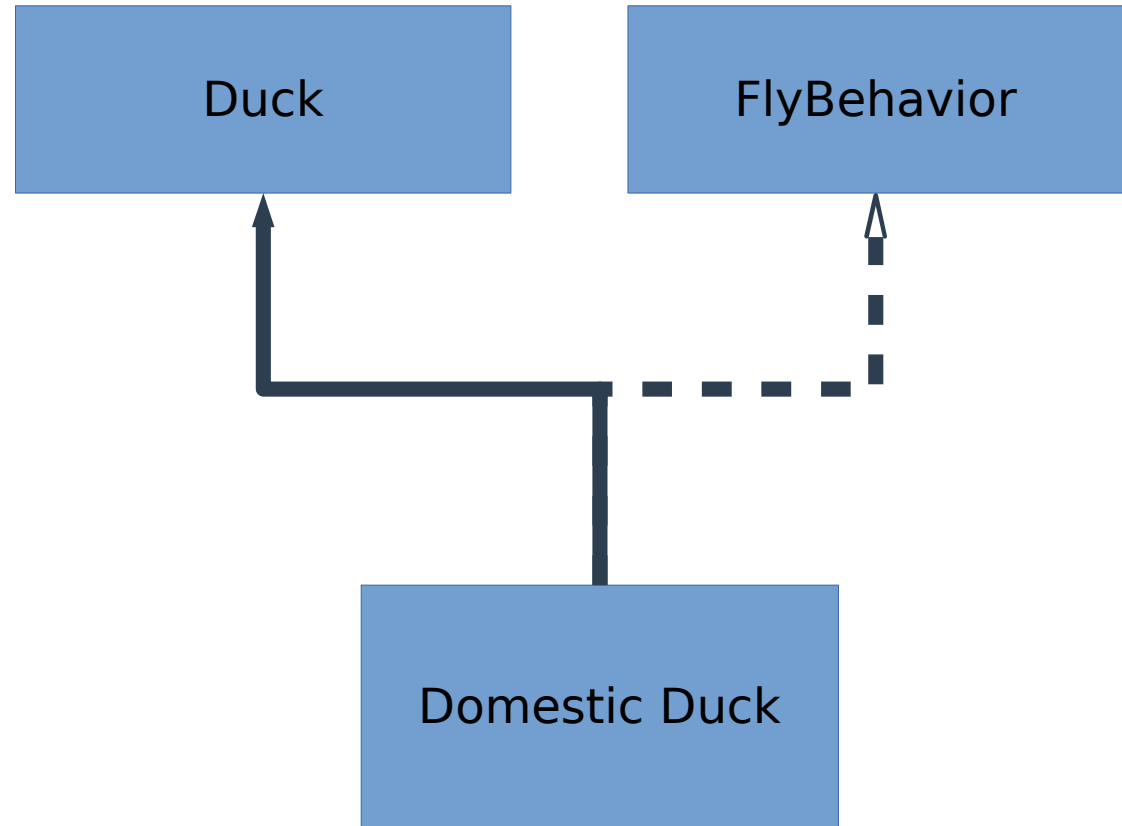
Interfaces

Interfaces



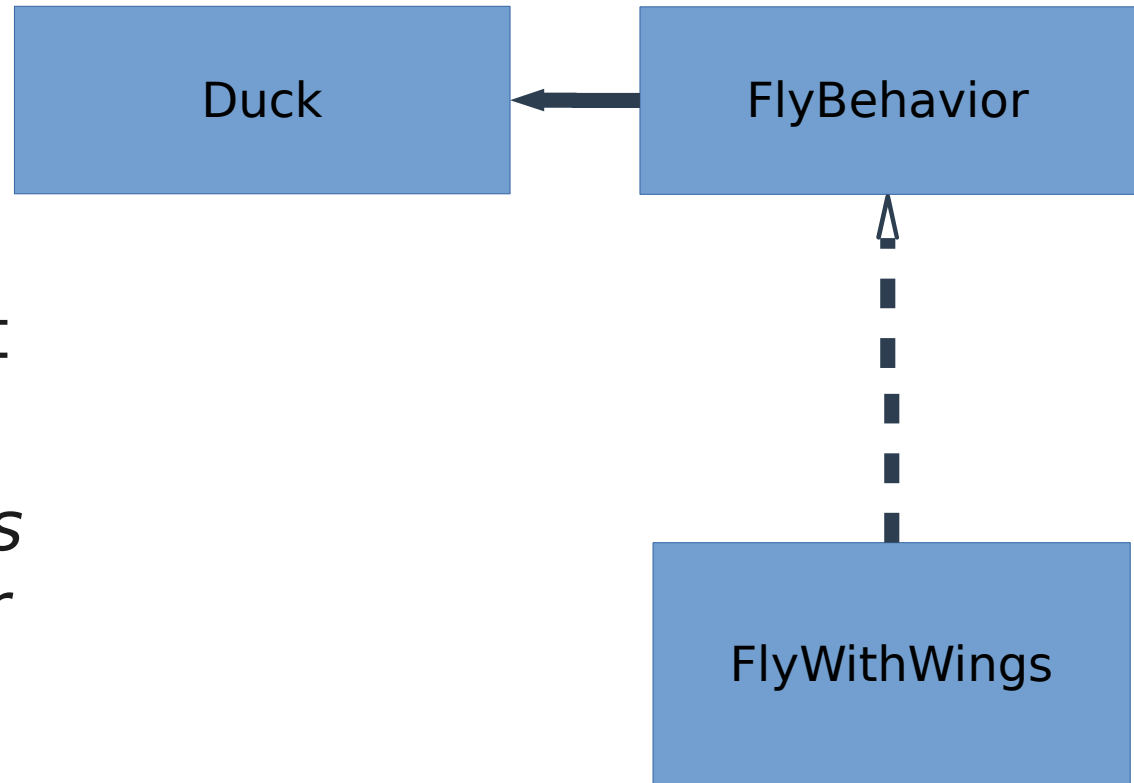
Interface Realization

- Specific behavior needs to be implemented by the class
- Class can implement multiple interfaces
- All methods in all interfaces needs to be implemented
- If all methods not implemented class can be abstract



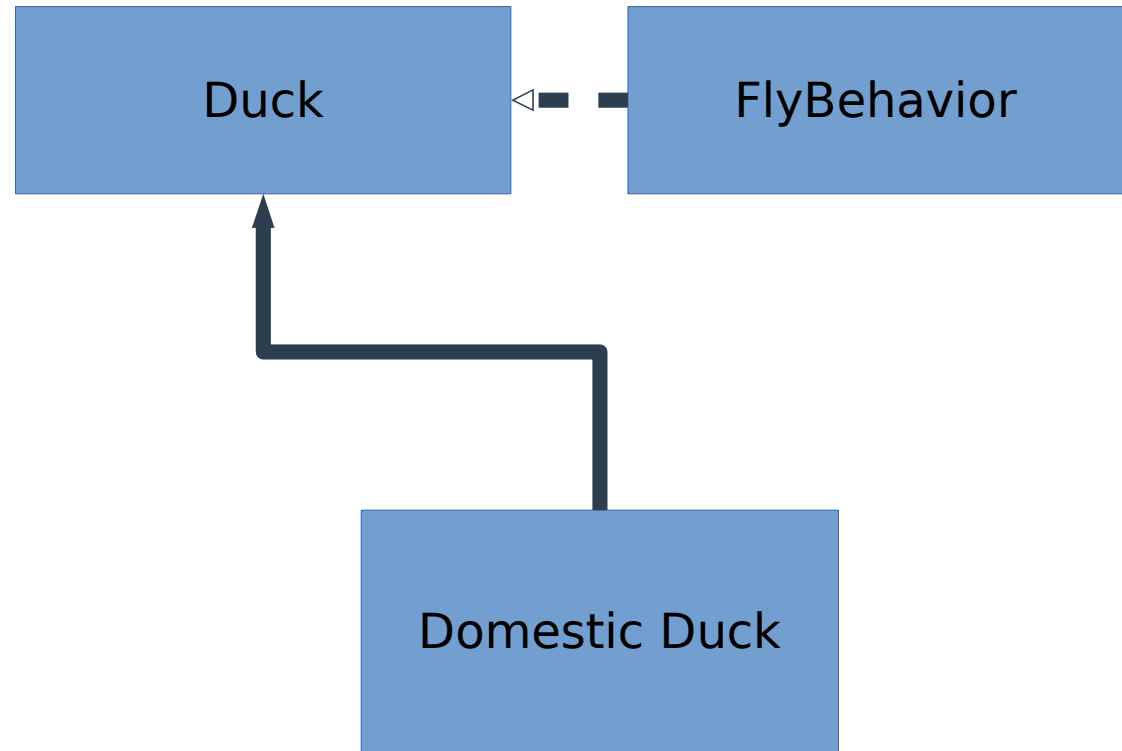
IS-A V/S HAS-A

- Interface are implemented providing specific behavior
- Using interfaces allows for dynamic behavior at runtime
- Design Principle: *Always prefer composition over inheritance*

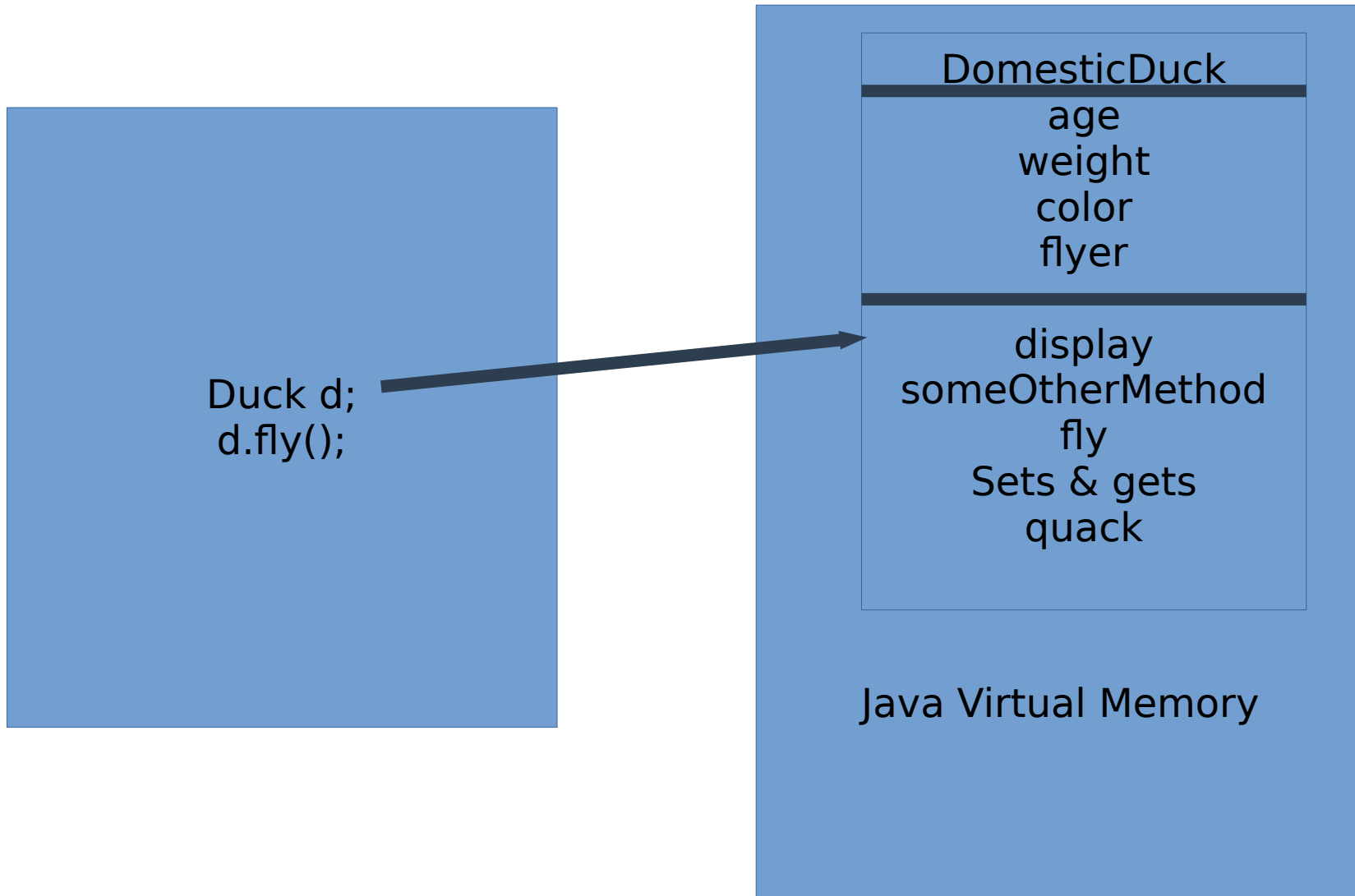


Interfaces for dynamic behavior

- Can be used as reference type for dynamic behavior
- Behavior is defined at runtime by the object creation



Dynamic Behavior - Memory View



Assignment

- Create Interface: Quacker
- Create Class: QuackLikeADuck implementing above interface
- Delegate the call to quack in super-class quack() method to the interface as dynamic binding
- During constructor of sub-class use the implementation of the interface to set the value of super-class variable