08 - Creating Interface

In Spring, interfaces are often used to achieve loose coupling between components, allowing for flexible design and easy substitution of implementations.

- An interface defines a set of methods that implementing classes must provide.
- Spring can inject different implementations of the same interface based on the configuration.
- Different classes can implement the same interface.
- We can switch between implementations by specifying which one to inject in the Spring configuration.

Example:

Computer.java

This interface declares a method compile(), which both Laptop and Desktop classes will implement.

```
public interface Computer {
   void compile();
}
```

Laptop.java

Implements the Computer interface and provides the compile() method.

```
public class Laptop implements Computer {
   public void compile() {
      System.out.println("Compiling using Laptop");
   }
}
```

Desktop.java

Another implementation of the Computer interface with its own compile() method.

```
public class Desktop implements Computer {
    public void compile() {
        System.out.println("Compiling using Desktop");
    }
}
```

Alien.java

The Alien class has a dependency on the Computer interface, and it can work with any implementation of Computer.

```
public class Alien {
      private int age;
      private Computer comp;
      public Alien() {
            System.out.println("Object Created");
      public int getAge() {
            return age;
      public void setAge(int age) { // Setter Injection
            System.out.println("Setter called");
            this.age = age;
      }
      public Computer getComp() {
            return comp;
      }
      public void setComp(Computer comp) {
```

```
this.comp = comp;
}

public void code() {
    System.out.println("Coding");
    comp.compile();
}
```

Code Link:

https://github.com/navinreddy20/spring6course/tree/c6690e4f2c70d8f530d70623f13d14ff0ffd7e7d/2%20Exploring%20Spring%20Framework/2.8%20Creating%20Interface/Spring1