



# Java OOP

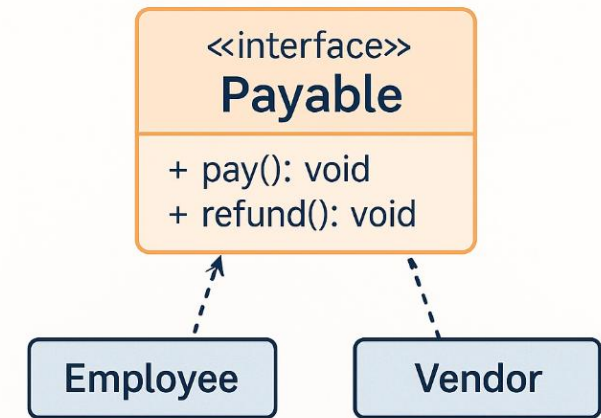
## 10128

# Interface

Pini shlomi

# Interface

- An **interface** is a completely "abstract class" that is used to group related methods with empty bodies
- interface name usually end with 'able'  
e.g., Comparable, Cloneable, Printable
- Contains behaviors that have a shared purpose
  - Borrowable : Student and Lecturer can borrow book from library
  - Printable : Student and Circle can print themselves



# Printable interface

```
public interface Printable {  
    void print();  
}
```

All methods are public  
and abstract

Implement interface

```
public class Person implements Printable{  
    private String name;  
    private int age;
```

```
    public Person(String name, Int age) {  
        this.name = name;  
        this.age = age;  
    }
```

Must Implement all interface's methods

```
@Override
```

```
    public void print() {  
        System.out.println("name: " + name + ", age: " + age);  
    }  
}
```

# Printable interface

```
public class Rectangle implements Printable{  
    private int width;  
    private int height;
```

Implement interface

```
    public Rectangle(int width, int height) {  
        this.width = width;  
        this.Height = height;  
    }
```

@Override

Must Implement all interface's methods

```
    public void print() {  
        for (int i = 0; i < height; i++) {  
            for (int j = 0; j < width; j++) {  
                System.out.print('*');  
            }  
            System.out.println();  
        }  
    }  
}
```

# main

```
public static void main(String[] args) {  
    Person p1 = new Person("Mor", 26);  
    Rectangle r1 = new Rectangle(5, 8);  
    p1.print();  
    r1.print();  
}
```

Running interface's methods

```
name: Mor, age: 26
```

```
*****
```

```
*****
```

```
*****
```

```
*****
```

```
*****
```

```
*****
```

```
*****
```

```
*****
```

## תרגיל 1: תוכנית למימוש קלט פלט

[קישור לקובץ התרגיל](#)

[קישור ל-starter](#)

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# Animal and Noiseable

- Animal class has makeNoise method
- Remove this makeNoise method
- Create new Noiseable interface
- All animals inherit from Animal class
- Only those that make noise will Implement this Interface

```
public interface Noiseable {  
    String getNoise();  
}
```

```
public class Horse extends Animal Implements Noiseable
```

# Animal class

```
public abstract class Animal {  
    private String name;  
    private String color;  
  
    public Animal(String name, String color) {  
        this.name = name;  
        this.color = color;  
    }  
  
    @Override  
    public String toString() {  
        StringBuffer sb = new StringBuffer(getClass().getSimpleName());  
        sb.append(": ").append(name).append(", ").append(color);  
        return sb.toString();  
    }  
}
```



# Horse class

```
public class Horse extends Animal implements Noiseable{
    private int height;

    public Horse(String name, String color, int height) {
        super(name, color);
        this.Height = height;
    }

    public void ride() {
        this.Height("I'm riding...");
    }

    @Override
    public String toString() {
        return super.toString() + ", " + height;
    }

    @Override
    public String getNoise() {
        return "Hayaam";
    }
}
```

# Cat class

```
public class Cat extends Animal implements Noiseable {  
    private double whiskers Len;  
  
    public Cat(String name, String color, double whiskers Len) {  
        super(name, color);  
        this. Whiskers Len = whiskers Len;  
    }  
  
    @Override  
    public String toString() {  
        return super.toString() + ", " + whiskers Len;  
    }  
  
    @Override  
    public String getNoise() {  
        return "Miyamoto";  
    }  
}
```

# Fish class

```
public class Fish extends Animal{  
  
    public Fish(String name, String color) {  
        super(name, color);  
    }  
  
    public void swim() {  
        this.Height("I'm swimming");  
    }  
}
```

# main

```
public static void main(String[] args) {  
    Animal[] animals = new Animal[3];  
    animals[0] = new Cat("Pits", "Brown", 5.7);  
    animals[1] = new Fish("Digi", "gold");  
    animals[2] = new Horse("Davi", "Black", 184);  
  
    for (int I = 0; I < animals.length; I++) {  
        System.out.println(animals[I]);  
        if (animals[I] instanceof Noiseable) {  
            System.out.println(animals[I].getClass().getSimpleName()  
                + ": "  
                + ((Noiseable) animals[I]).getNoise());  
        }  
    }  
}
```

Check interface

```
Cat: Pitzi, Brown, 5.7  
Cat: Miyaooooo  
Fish: Dagi, gold  
Horse: Davi, Black, 184  
Horse: Hiyaaaa
```

## תרגיל 2 : מה יקרה בהרצת הקוד הבא?

```
class ConnectionException extends Exception { }

interface Connectable {
    void connect() throws ConnectionException;
}

class UsbDevice implements Connectable {
    @Override
    public void connect() {
        System.out.println("USB connected");
    }
}

public class Main {
    public static void main(String[] args) {
        new UsbDevice().connect();
    }
}
```

## תרגיל 3 : מה יקרה בהרצת הקוד הבא?

```
class TemperatureException extends RuntimeException {  
    TemperatureException(String msg) { super(msg); }  
}
```

```
interface Heatable {  
    void heat(int degrees);  
}
```

```
class Oven implements Heatable {  
    private static final int MAX = 250;  
  
    @Override  
    public void heat(int degrees) {  
        if (degrees > MAX) {  
            throw new TemperatureException("Too hot!");  
        }  
        System.out.println("Heating to " + degrees);  
    }  
}
```

```
public class Main {  
    public static void main(String[] args) {  
        Heatable h = new Oven();  
        h.heat(180);  
        h.heat(260);  
    }  
}
```

## תרגיל 4 : מה יקרה בהרצת הקוד הבא?

```
interface Printable {  
    String show();  
}  
  
abstract class Document implements Printable {  
    protected abstract String getContent();  
}  
  
class Report extends Document {  
    @Override  
    public String show() {  
        return getContent();  
    }  
  
    @Override  
    protected String getContent() {  
        return "Quarterly Report";  
    }  
}  
  
public class Main {  
    public static void main(String[] args){  
        Printable p = new Report();  
        System.out.println(p.show());  
    }  
}
```

## תרגיל 5 : מה יקרה בהרצת הקוד הבא?

```
interface Startable {  
    void start() throws EngineException;  
}  
  
class EngineException extends Exception { }  
  
class Bicycle implements Startable {  
    @Override  
    public void start() {  
        System.out.println("Pedaling...");  
    }  
}  
  
public class Main {  
    public static void main(String[] args) {  
        Startable s = new Bicycle();  
        s.start();  
    }  
}
```



# Interface inherit

```
public interface Runnable {  
    void run();  
}
```

```
public interface Swimmable {  
    void swim();  
}
```

```
public interface Rideable {  
    void ride();  
}
```

```
public interface BetterSwimmable extends Swimmable {  
    void fastSwim();  
}
```

```
public interface Athletable extends BetterSwimmable, Rideable, Runnable{  
    void breath();  
}
```

Interface extends

Extends more  
then one

# Inherit and implements

```
public class Athlet extends Person implements Athletable{
```

```
    public Athlet(String name, int age) {
```

```
        super(name, age);
```

```
    }
```

```
    @Override
```

```
    public void swim() {
```

```
        System.out.println("I'm swimming");
```

```
    }
```

```
    @Override
```

```
    public void fastSwim() {
```

```
        System.out.println("I'm fast swimming");
```

```
    }
```

```
    @Override
```

```
    public void ride() {
```

```
        System.out.println("I'm riding");
```

```
    }
```

```
    @Override
```

```
    public void run() {
```

```
        System.out.println("I'm running");
```

```
    }
```

```
    @Override
```

```
    public void breath() {
```

```
        System.out.println("I Have good breathing");
```

```
    }
```

```
}
```

First extends and after  
interfaces

# Interface default methods

```
interface Alpha {  
    default void hello() {  
        System.out.println("Alpha");  
    }  
}
```

```
interface Beta {  
    default void hello() {  
        System.out.println("Beta");  
    }  
}
```

```
class Gamma implements Alpha, Beta {  
    @Override  
    public void hello() {  
        Alpha.super.hello();  
        Beta.super.hello();  
        System.out.println("Gamma says hello!");  
    }  
}
```

```
class Delta implements Alpha {}
```

```
public class Main {  
    public static void main(String[] args) {  
        new Gamma().hello();  
        new Delta().hello();  
    }  
}
```

Alpha  
Beta  
Gamma says hello!  
Alpha

# Interface static method

```
interface MyInterface {  
    static void staticMethod() {  
        System.out.println("This is a static method in the interface.");  
    }  
}  
  
public class Main {  
    public static void main(String[] args) {  
        MyInterface.staticMethod();  
    }  
}
```

This is a static method in the interface.

## תרגיל 6 : מה יקרה בהרצת הקוד הבא?

```
interface Readable {  
    void read() throws IOException;  
}  
interface Writable {  
    void write() throws IOException ;  
}  
interface Loggable extends Writable {}  
interface ReadableWritable extends Readable, Loggable {}  
class Device implements ReadableWritable {  
    @Override  
    public void read() {  
        System.out.println("read");  
    }  
  
    @Override  
    public void write() {  
        System.out.println("write");  
    }  
}
```

```
public class Main {  
    public static void main(String[] args)  
        throws IOException {  
        ReadableWritable device = new Device();  
        device.read();  
        device.write();  
    }  
}
```

## תרגיל 7: תוכנית להכנת פיצה

קישור לקובץ התרגיל

קישור ל-starter

אתר להורדת ספריות מ-github.