Interface-

An interface is a blueprint of a class. In an interface, we just declare a method and we implement the interface in some other class where we define the body of the interface.

Syntax:

Interface interfacename {

Declare methodname;

}

Class classname implements interfacename{

}

Abstraction-

It can be achieved by the abstract keyboard. In the case of the abstract method, we don’t write the body in the same class, we have to extend the class into a child class and there we write the method body. The abstract should have an abstract method.

List = 10, 20, 30

List1 = 20, 30

List.removeAll(list1) -> 10