# Interface

1. We create interface using interface keyword.Just like classes interfaces also contains properties methods, delegates or event,but only declaration and no implementation.
2. Interface members are public by default and they don’t allow explicit access modifiers.
3. Interface Can not contain fields.
4. If a class or struct inherits from an interface, it must provide implementation for all interface members. Otherwise we get a compiler error.
5. A Class or a struct can inherit from multiple inheritance at the same time. But where as a class can’t do it.
6. Interface can inherit from other Interface.
7. We can not create an instance of an interface.But an interface reference variable can point to a derived class object.

Link:<https://www.youtube.com/watch?v=D6d8CIVoYSI&list=PLAC325451207E3105&index=30>