

Q) What is an interface in Java? Give some real world coding example.

- way to achieve abstraction in Java.
- blueprint of a class
- interface cannot be instantiated



Q) What is the default state of variables in an interface?  
→ public, static, final  
\* \* \*  
\* class property \* constants  
↳ instance variables

Q) What is the default state of methods in an interface?  
→ public, abstract (100% by default)  
\* \* \*  
\* abstraction

```

interface ITheater {
    String industry = "Bollywood";
    // public, static, final

    // 100% abstraction

    void viewShow(); // public, abstract

    String bookShow();
}

class Theater implements ITheater {
    String name;

    public void viewShow() {
        System.out.println(x: "Only View Access");
    }

    public String bookShow() {
        System.out.println(x: "Book Access");
        return "ticket";
    }
}

```

```

class BookMyShow {
    @SuppressWarnings("all")
    Run | Debug
    public static void main(String[] args) {
        Theater pvr = new Theater();
        pvr.name = "PVR Cinemas";

        pvr.viewShow();

        System.out.println(ITheater.industry);
        System.out.println(Theater.industry);

        Theater cinepolis = new Theater();
        cinepolis.name = "Cinepolis Experience";

        cinepolis.bookShow();

        System.out.println(pvr.industry);
        System.out.println(cinepolis.industry);
    }
}

```

```

"
Only View Access
Bollywood
Bollywood
Book Access
Bollywood
Bollywood

```

Q) Can there be concrete methods in interface?

↳ by default, you cannot have concrete methods in Java (version < 8)

exception ↳ private method, static method, default method

↳ concrete ↳ concrete ↳ default implementation

Q) Can an interface be related to another interface. If yes, how?

↳ yes: one interface extends another interface!

```

interface MyInterface {
    // Default Method: Object's Method
    default void defaultFun() {
        System.out.println(x: "Default fun: have a body");
        privateFun();
    }

    // private method: Within Interface
    private void privateFun() {
        System.out.println(x: "Private fun: have a body");
    }

    // Interface's Method
    public static void staticFun() {
        System.out.println(x: "Static fun: have a body");
    }
}

class MyClass implements MyInterface {
}

class Driver {
    Run | Debug
    public static void main(String[] args) {
        MyInterface.staticFun();

        MyClass obj = new MyClass();
        obj.defaultFun();
    }
}

```

Static fun: have a body  
 Default fun: have a body  
 Private fun: have a body

```

interface Radio {
    void playRadio();
}

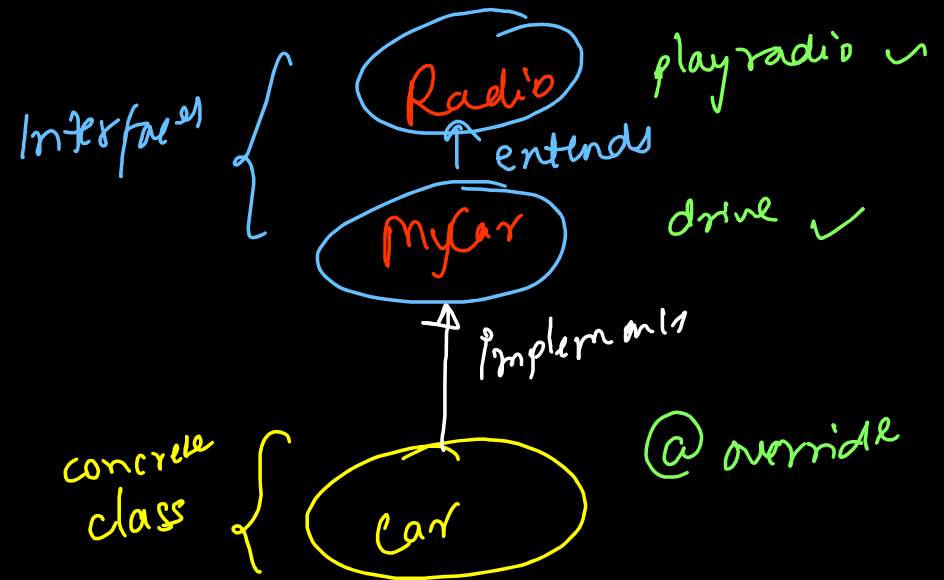
interface MyCar extends Radio {
    void drive();
}

class Car implements MyCar {
    public void playRadio() {
        System.out.println(x: "Radio Starts");
    }

    public void drive() {
        System.out.println(x: "Car Starts");
    }
}

class Driver {
    Run | Debug
    public static void main(String[] args) {
        Car i10 = new Car();
        i10.drive();
        i10.playRadio();
    }
}

```



Q) Is there (a) this (b) constructor defined in an interface?  
→ no There is no object of interface ⇒ there's no this keyword  
→ no  
Constructor (initializer) ← instance variables  
→ static & final variables  
← 100% abstraction  
→ interfaces do not take part in class hierarchy  
super() → child → Object ✓  
Interface ✗

\* Q) Can class implement more than 1 interfaces? will it not cause diamond problem?  
↳ Class can implement 1 or more than 1 interfaces  
{ multiples interfaces can be implemented by a single class }

① no instance variable  
2 ambiguity 2

② diamond problem  
2

interface 1  
abstract  
data  
fun();

implements

@Override  
fun() { }

class

interface 2  
abstract  
data  
fun();

implements

Over-riding only once  
⇒ diamond problem

You, 1 second ago | 1 author (You)

```
interface Radio2 {  
    void start();  
}
```

You, 1 second ago | 1 author (You)

```
interface MyCar2 {  
    void start();  
}
```

You, 1 second ago | 1 author (You)

```
class Car2 implements Radio2, MyCar2 {  
    @Override  
    public void start() {  
        System.out.println(x: "Radio & Car  
        Starts Together");  
    }  
}
```

→ No diamond  
problem

abstract  
ambiguity

Car2 i20 = new Car2();  
i20.start();

output



You, 1 second ago | 1 author (You)

```
interface Radio2 {  
    String data = "Radio"; // static  
  
    void start();  
}
```

You, 1 second ago | 1 author (You)

```
interface MyCar2 {  
    String data = "Car"; // static  
  
    void start();  
}
```

You, 1 second ago | 1 author (You)

```
class Car2 implements Radio2, MyCar2 {  
    @Override  
    public void start() {  
        System.out.println(x: "Radio & Car  
        Starts Together");  
    }  
  
    public void fun() {  
        System.out.println(Radio2.data);  
        System.out.println(MyCar2.data);  
    }  
}
```

} static property  
↳ interface name  
↓  
ambiguity

Q) What is the difference between class & interface?

### Class

- ① blueprint of an object
- ② achieve encapsulation
- ③ it can be instantiated
- ④ constructors, this, super ✓
- ⑤ properties → static/nonstatic  
nonfinal/final
- ⑥ methods → abstract/concrete

### Interface

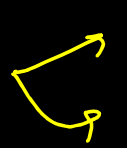
- ① blueprint of a class
- ② achieve 100% abstraction
- ③ it cannot be instantiated
- ④ constructor, this, super &
- ⑤ properties → public static final
- ⑥ all methods are abstract & public

Class	Interface
The keyword used to create a class is "class"	The keyword used to create an interface is "interface"
A class can be instantiated i.e, objects of a class can be created.	An Interface cannot be instantiated i.e, objects cannot be created.
Classes does not support multiple inheritance.	Interface supports multiple inheritance.
It can be inherit another class.	It cannot inherit a class.
It can be inherited by another class using the keyword 'extends'.	It can be inherited by a class by using the keyword 'implements' and it can be inherited by an interface using the keyword 'extends'.
It can contain constructors.	It cannot contain constructors.
It cannot contain abstract methods.	It contains abstract methods only.
Variables and methods in a class can be declared using any access specifier(public, private, default, protected)	All variables and methods in a interface are declared as public.
Variables in a class can be static, final or neither.	All variables are static and final.

Q) What are the differences between abstract classes & interfaces?

Similarities → to achieve abstraction, cannot instantiate

### Abstract class

- ① 0-100% abstraction
- ② by default → concrete methods
- ③ variables 
  - instance variables
  - final/static variables
- ④ multiple inheritance (X)
- ⑤ access modifier → public/default/protected/private

### Interface

- ① 100% abstraction
- ② by default → abstract methods
- ③ variables → final/static
- ④ class can implement multiple interfaces
- ⑤ access modifier  
↳ public

Abstract class	Interface
1) Abstract class can <b>have abstract and non-abstract</b> methods.	Interface can have <b>only abstract</b> methods. Since Java 8, it can have <b>default and static methods</b> also.
2) Abstract class <b>doesn't support multiple inheritance</b> .	Interface <b>supports multiple inheritance</b> .
3) Abstract class <b>can have final, non-final, static and non-static variables</b> .	Interface has <b>only static and final variables</b> .
4) Abstract class <b>can provide the implementation of interface</b> .	Interface <b>can't provide the implementation of abstract class</b> .
5) The <b>abstract keyword</b> is used to declare abstract class.	The <b>interface keyword</b> is used to declare interface.
6) An <b>abstract class</b> can extend another Java class and implement multiple Java interfaces.	An <b>interface</b> can extend another Java interface only.
7) An <b>abstract class</b> can be extended using keyword "extends".	An <b>interface</b> can be implemented using keyword "implements".
8) A Java <b>abstract class</b> can have class members like private, protected, etc.	Members of a Java interface are public by default.