* Interfaces are used for defining set of rules to the implementing classes
* We create method definitions in interfaces. Before java 8 we do not have any facility to add method body in interface method.
* A method without having body is called abstract method.
* By default all methods are abstract in interface.
* We cannot create instance for interface.
* we must use "implements" keyword to implement a class for interface
* We must develop methods with body in implementing classes.
* If a class is implementing interface it must write body for the interface methods or it must be abstract class
* A class can implement multiple interfaces
* We can create instance for class and store it as interface reference
* In that case only the methods defined in interface can be accessible
* If you create instance for class and take it as the same class reference then you can access all methods of that class
* We can implement methods with body inside of interface from java 8 onwards.
* For that the method must be static or default.
* If a method is static or default then the implementing class may not need to implement the body for that method.
* When a class implementing multiple interfaces then we can create instance using any interface or we can create instance using one interface and cast to other interface
* Interfacename1 i1 = new classname();
* Interfacename2 i2 = (Interfacename2) i1;
* In this case only those methods defined in respective interface will be accessed.
* Create Interface: Right click on project -> new -> Interface
* public class classNAme implements InterfaceName{ }