Constructor: -

In Java, a Constructor is a block of codes similar to the method. It is called when an instance of the class is created. At the time of calling the constructor, memory for the object is allocated in the memory. It is a special type of method that is used to initialize the object. Every time an object is created using the new () keyword, at least one constructor is called.

**Interface: -**

* Like **abstract classes**, interfaces **cannot** be used to create objects (in the example above, it is not possible to create an "Animal" object in the MyMainClass)
* Interface methods do not have a body - the body is provided by the "implement" class
* On implementation of an interface, you must override all of its methods
* Interface methods are by default abstract and public
* Interface attributes are by default public, static and final
* An interface cannot contain a constructor (as it cannot be used to create objects)
* interface Animal {
* public void animalSound();
* public void sleep();
* }
* class Pig implements Animal {
* public void animalSound() {
* System.out.println("The pig says: wee wee");
* }
* public void sleep() {
* System.out.println("Zzz");
* }
* }
* class Main {
* public static void main(String[] args) {
* Pig myPig = new Pig();
* myPig.animalSound();
* myPig.sleep();
* }
* }