Design Patterns

W2A1

Topic: - WAP to show all the differences between abstract class and interface covering all the access specifiers you learn in the last class.

Code: -

interface MyInterface {

void add(int a, int b);

}

class MyClass implements MyInterface {

public void add(int a, int b){

System.out.println(a + b);

}

}

abstract class MyAbstract {

abstract void absFunc();

void showData(){

System.out.println("Something from abstract class");

}

}

class AbsChild {

void absFunc(){

System.out.println("Described abstract class");

}

}

public class App {

public static void main(String[] args){

MyClass myClass = new MyClass();

myClass.add(5, 6);

AbsChild absChild = new AbsChild();

absChild.absFunc();

} }

Output: -

