

# JAVA INTERFACE

## EXISTING PROBLEM

- C++ supports multiple inheritances directly. But java does not support multiple inheritances directly.
- In java, a class can inherit only one super class at a time. It is **not possible to inherit more than one super class** (multiple super classes) at a time.

## Example

### Problem:

```
class one extends two, extends three
{
    // code
}
```

The above example is **not allowed in java**.

## INTERFACE

- To overcome the above issues, java provides the new concept is called as interfaces. It gives the solution for multiple inheritances in both Java / C#.NET
- Interfaces are basically kind of a class. It contains only member's declaration & no implementation.
- It contains only **abstract methods** and **final fields (constant variables) by default**
- It is not possible to directly create an object for interface. With help of sub class object, we can call the interface methods.

## POINTS

- Like class, interface is a block of code
- It has only method declaration and no method implementation. The method implementation must be given to the derived class under the public scope.
- Interfaces contain only abstract methods and final fields. Constructors and other methods are not allowed
- By default, all the variables are **finals** (constants) and all the methods are **public** (abstract methods).

## CREATING AN INTERFACE

- Use the **interface** keyword to create an interface
- The access level for the entire interface is **usually public**.

### Syntax

```
interface <name>
{
    // Constant Variable Declarations & Definitions
    // Method Declarations (No Implementation)
}
where,
interface ← is a keyword
name ← is a user defined name
```

## Variable Declarations & Definitions:

### Syntax

```
static final <type> <var-name>=initial value;
```

## Example

```
static final int CODE=99;  
static final float PI=3.14f;  
static final String name="Ganesh";
```

(OR)

```
int CODE=99;  
float PI=3.14f;  
String name="Ganesh";
```

## NOTE

- Note that, all the variables are **implicitly final (constant variables)**

## Method Declarations

### Syntax

```
return-type <method-name> (args);
```

## Example

```
int result();  
void disp(String name);
```

## Note

- Note that, all the methods are **implicitly abstract methods**.

## Example of Interface

```
interface Circle
{
    float PI=3.14f;        // constants
    void area();           // empty-method
}
```

## Another Example

```
interface Iarea
{
    static final int PLAYERS=11;    // constants
    public abstract void sq_area(); // empty-method
    void result();                  // empty-method
}
```

## Default Access Modifiers – (Interface Methods)

**public, abstract** for methods (by default)

## Default Access Modifiers– (Interface Variables)

**final, static** for variables (by default)

## DIFFERENCE BETWEEN CLASS AND INTERFACE

S.N	Class	Interface
1.	User defined type. It has member's declaration & definitions.	Block of code like class. It contains only method declaration. It has no method definition
2.	All the methods and variables are <b>default</b> by default.	All the methods are <b>public</b> by default. All the variables <b>final</b> by default.
3.	Creating an object is possible	Creating an object is <b>not possible</b> directly.
4.	It supports declaration and definition.	It supports declaration only. Method implementation must be given to derived class using public modifier.
5.	It supports constructors	It does not support constructors

## DIFFERENCE BETWEEN ABSTRACT CLASS AND INTERFACE

S.N	Interface	Abstract class
1.	It <b>supports multiple inheritances</b>	It does not support multiple inheritances
2.	All the methods in the interface are <b>abstract methods by default</b> (All the methods are empty. No code implementation)	It can contain abstract methods and non-abstract methods (instance / static methods). But it should contain atleast <b>one abstract method</b> .

3.	It has <b>only constant variables</b>	It includes local variables, instance variables, static variables and constant variables
4.	The interface keyword is used to create an interface	The abstract modifier is used to create abstract class and abstract methods
5.	The interface is inherited by using <b>implements keyword</b>	The abstract class is inherited by using <b>extends keyword</b>
6.	It does not provide the implementation of abstract class	It is possible to provide the implementation of interface. The interface methods must be defined using public modifier in abstract class  <b>Finally, sub class is required to call the methods of abstract class and interface</b>
7.	It supports only public modifier	It supports public, private, protected modifiers, etc ...
8.	<b>Example</b>  <b>interface</b> Message { <b>void</b> info(); }	<b>Example</b>  <b>abstract</b> class Test { <b>abstract void</b> info(); <b>void</b> disp() { // user code } }

## OBJECT CREATION

- Interface is **an incomplete type**. So creating an object for interface is not possible directly.
- But Indirectly we can get object through sub class object (object alias-assigning sub class object to interface object variable)
- So we can call the interface methods by using sub class (derived class) object or object alias of interface.
- Object alias for interface is possible.
  - Assigning a sub class object to interface object reference variable.

### Syntax (Approach 1)

```
<interface-name> obj=<sub-class object>;
```

OR

### Syntax (Approach 2)

```
< sub-class object>;
```

## IMPLEMENTING INTERFACES

- Interfaces are used as “superclasses” whose properties are inherited by new classes (sub classes)
- Interfaces can be implemented by sub class **using implements keyword**.
- A sub class (derived class) can have any number of interfaces.

## Implementing Interfaces

### Syntax

```
sub-class <class-name> implements interface 1, interface2, ...  
interface n  
{  
    // implementation of interface methods  
    // implementation of sub class own methods  
}
```

## Extending Class & Implementing Interfaces

### Syntax

```
sub-class <class-name> extends superclass implements  
interface1, interface2, ... interface n  
{  
    // implementation of interface methods  
    // implementation of sub class own methods  
}
```



## I. ACCESSING INTERFACE MEMBERS

(SimpleInterface.java)

### 1. SOURCE CODE

// define an interface 'Player'

```
interface Player
{
    String name="Sachin";    // constant by default
    int id=24;               // constant by default
    void disp();             // abstract method
}
```

interface

```
public class SimpleInterface implements Player
```

// interface method

```
public void disp()
{
    System.out.println("Name \t: "+name);
    System.out.println("Id \t: "+id);
}
```

sub class (derived class)

// sub class Own method

```
void info(String loc)
{
    System.out.println("Native\t "+loc+"\n");
}
```

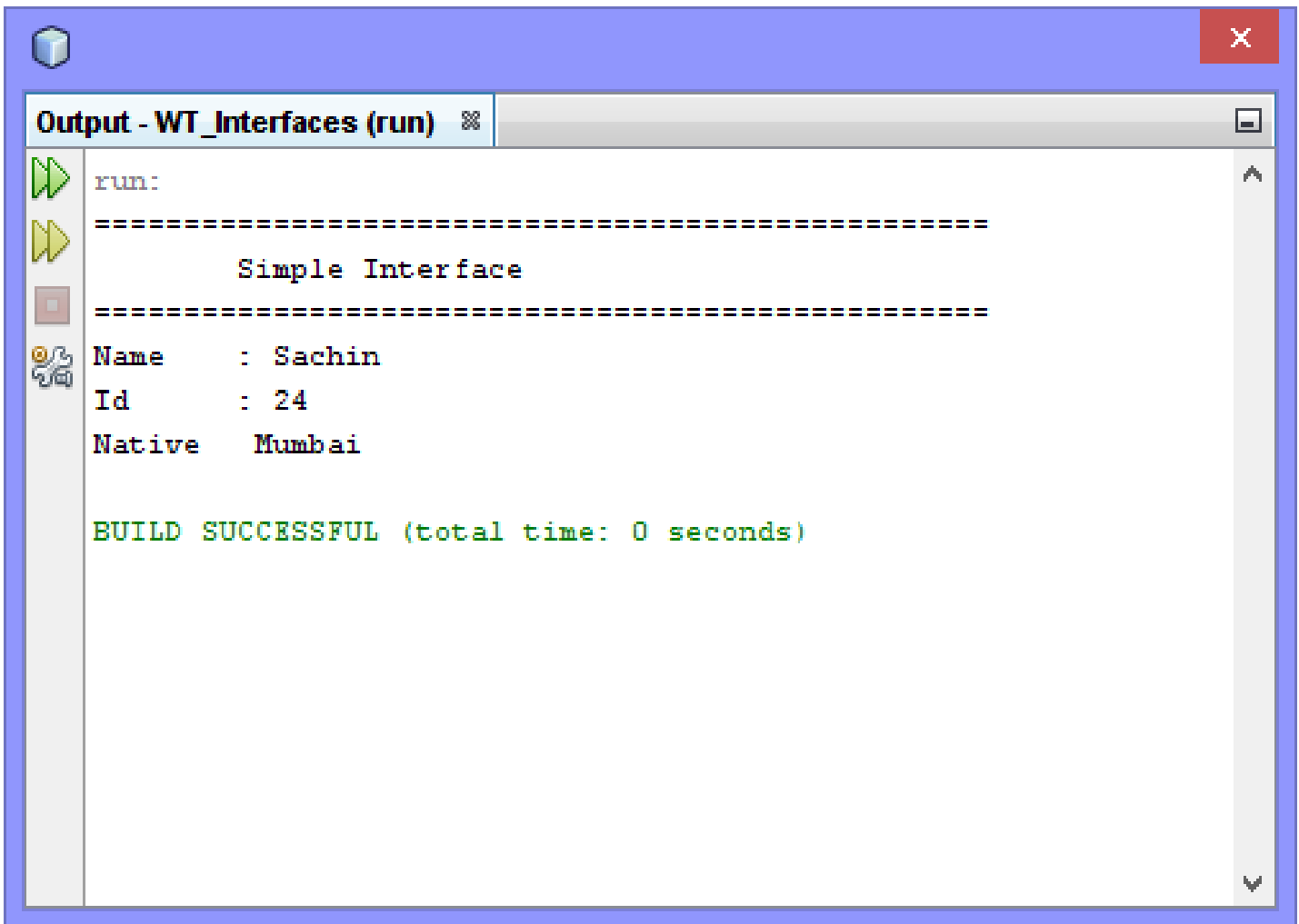
// main method

```
public static void main(String[] arr)
{
    System.out.println("=====");
    System.out.println("\tSimple Interface");
    System.out.println("=====");
}
```

// creating sub class object

```
SimpleInterface sobj=new SimpleInterface();  
// accessing interface method by using sub class object  
sobj.disp();  
// accessing sub class method using sub class object  
sobj.info("Mumbai");  
}  
}
```

## 2. OUTPUT



```
run:  
=====  
Simple Interface  
=====  
Name : Sachin  
Id : 24  
Native Mumbai  
  
BUILD SUCCESSFUL (total time: 0 seconds)
```

## II. IMPLEMENTING INTERFACES

(Calc.java)

### 1. SOURCE CODE

// interface definition

interface lcalc

{

// abstract methods by default

void add(int x,int y);

void mul(int x,int y);

void div(int x,int y);

void sub(int x,int y);

}

// implementing an interface using implements keyword

public class JCalc implements lcalc

{

// implementation of add() of lcalc interface

public void add(int a, int b)

{

System.out.println("Add \t\t: "+(a+b));

}

// implementation of mul() of lcalc interface

public void mul(int a, int b)

{

System.out.println("Product \t: "+(a\*b));

}

// implementation of div() of lcalc interface

public void div(int a, int b)

{

System.out.println("Division \t: "+(a/b));

}

// implementation of sub() of lcalc interface

```
public void sub(int a, int b)
{
    System.out.println("Subtraction \t: "+(a-b));
}
```

// main method

```
public static void main(String[] args)
{
    System.out.println("=====");
    System.out.println("\tInterface Implementation");
    System.out.println("=====");
```

// creating a sub class object

```
JCalc obj=new JCalc();
```

// assigning subclass object to interface object variable

```
lcalc cc=obj;
```

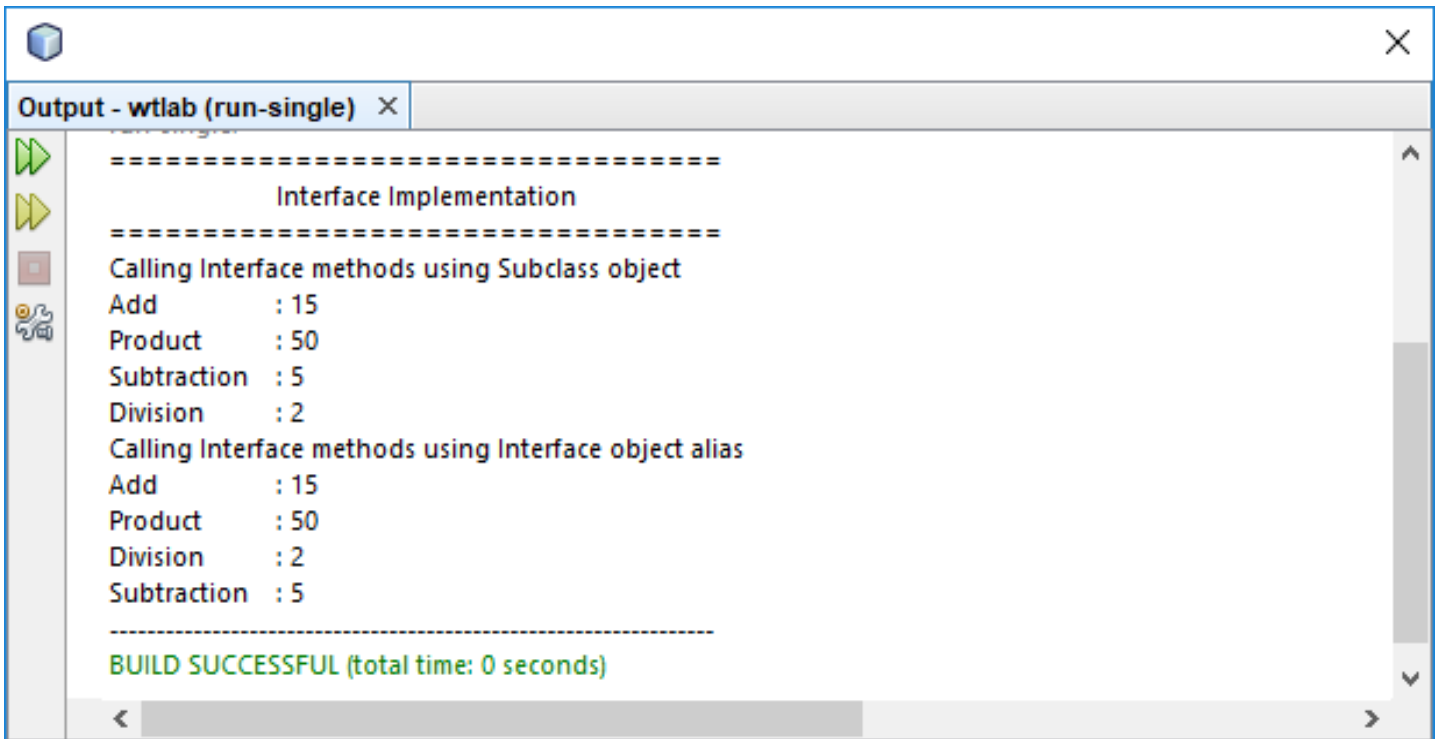
// calling interface methods using sub class object

```
System.out.println("Calling Interface methods using Subclass object");
obj.add(10,5);
obj.mul(10,5);
obj.sub(10,5);
obj.div(10,5);
```

// calling interface methods using interface object

```
System.out.println("Calling Interface methods using Interface object
alias");
cc.add(10, 5);
cc.mul(10,5);
cc.div(10, 5);
cc.sub(10, 5);
System.out.println("-----");
}
}
```

## 2. OUTPUT



## III. MULTIPLE INHERIATNCE USING INTERFACES

(MultipleInheritance.java)

### 1. SOURCE CODE

// super interface A

```
interface A
{
    int a=50;           // constant
    void printA();      // empty-method
}
```

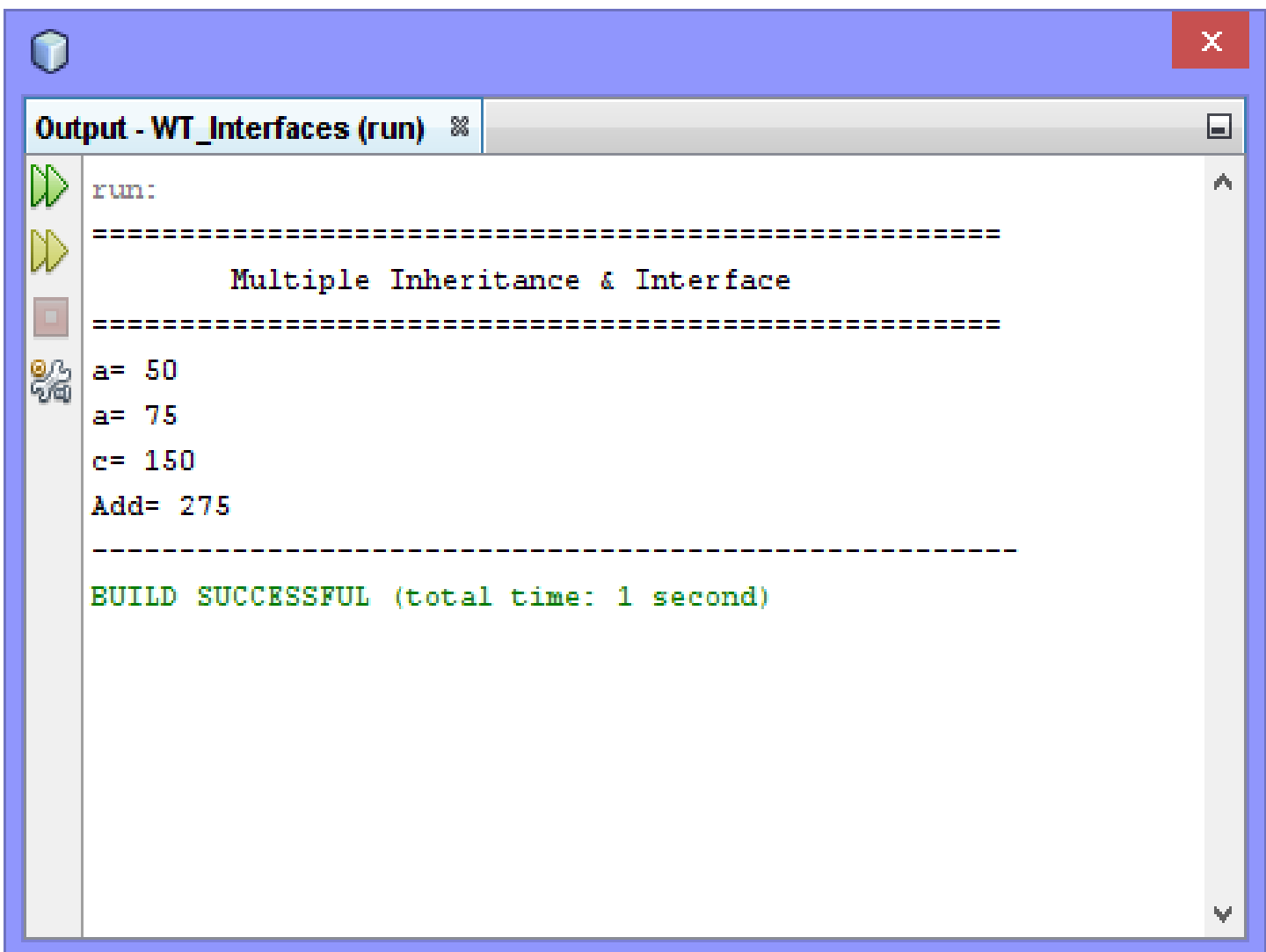
// super interface B

```
interface B
{
    int b=75;           // constant
    void printB();      // empty method
}
```

```
}  
// super class C  
class C  
{  
    int c=150;  
    void printC()  
    {  
        System.out.println("c= "+c);  
    }  
}  
// inheriting one super class & two super interfaces  
public class MultipleInheritance extends C implements A,B  
{  
    // implementation of interface method 1  
    public void printA()  
    {  
        System.out.println("a= "+a);  
    }  
    // implementation of interface method 2  
    public void printB()  
    {  
        System.out.println("a= "+b);  
    }  
    // implementation of sub class method  
    void sum()  
    {  
        int r=a+b+c;  
        System.out.println("Add= "+r);  
    }  
    // main method  
    public static void main(String[] arr)  
    {  
        System.out.println("=====");  
    }  
}
```

```
System.out.println("\tMultiple Inheritance & Interface");
System.out.println("=====");
MultipleInheritance obj=new MultipleInheritance();
// calling methods of super interface & super class using sub class object
obj.printA();
obj.printB();
obj.printC();
obj.sum();
System.out.println("-----");
}
}
```

## 2. OUTPUT



```
run:
=====
Multiple Inheritance & Interface
=====
a= 50
a= 75
c= 150
Add= 275
-----
BUILD SUCCESSFUL (total time: 1 second)
```

## EXTENDING INTERFACES

- Like class, one interface can extend more than one interface using **extends** keyword
- An interface can be subinterfaced from other interfaces. The new interface (sub interface) will inherit all the members of the super **interfaces**
- This is done by using **extends** keyword.

### Note

- While interfaces are allowed to extend to other interfaces, subinterfaces cannot define the methods declared in the super interfaces. After all, sub-interfaces are still interfaces not classes.
- It is important to note that, when an interface **extends two or more interfaces**, they are separated by comma operator (,).
- Interface **cannot extend classes**.
- Interfaces can have **only abstract methods** and **final fields** (constant variables)

## SYNTAX

```
interface sub extends super 1, super 2, ... super n
{
    // body of the sub-interface
}
```

### Note

- Here sub-interface just extended the super interfaces.
- Only sub class (derived class) have to provide the necessary implementation of all methods of super interfaces and sub interfaces.



## IV. EXTENDING INTERFACES

(Exdinterefaces.java)

### 1. SOURCE CODE

```
// super interface 1
interface Person
{
    String name="Krishna";           // constant variable 1
    int id=33;                       // constant variable 2
}

// super interface 2
interface Employee
{
    void info();                     // empty-method()
}

// sub interface
interface sub extends Person, Employee
{
    void add_info(double s, String l); // empty-method()
}

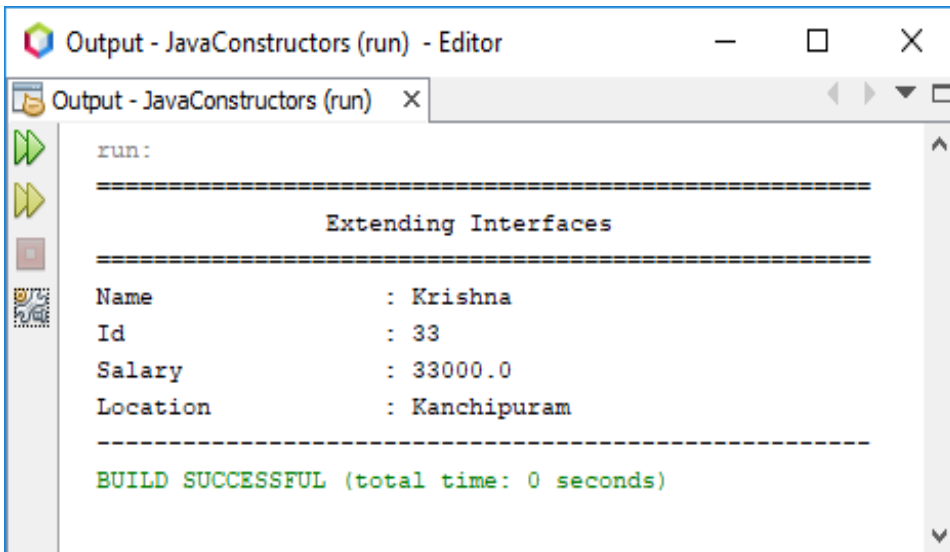
// sub class inherits the properties of super & sub interfaces
public class Exdinterefaces implements sub
{
    // implementation of super interface method
    public void info()
    {
        System.out.println("Name\t\t: "+name);
        System.out.println("Id \t\t: "+id);
    }

    // implementation of sub interface method
    public void add_info(double sal, String loc)
    {
        System.out.println("Salary \t\t: "+sal);
    }
}
```

```
        System.out.println("Location    \t: "+loc);
    }
// main method
public static void main(String[] args)
{
    System.out.println("=====");
    System.out.println("\t\tExtending Interfaces");
    System.out.println("=====");
    Exdinterefaces obj=new Exdinterefaces();
// call all the methods of super and sub interface methods using sub-object
    obj.info();
    obj.add_info(33000, "Kanchipuram");
    System.out.println("-----");

}
}
```

## 2. OUTPUT



The screenshot shows the 'Output - JavaConstructors (run) - Editor' window. The output text is as follows:

```
run:
=====
                Extending Interfaces
=====
Name           : Krishna
Id             : 33
Salary         : 33000.0
Location       : Kanchipuram
-----
BUILD SUCCESSFUL (total time: 0 seconds)
```