

## 10.5-What is Interface

### What is an Interface in Java?

In Java, the `abstract` keyword is used at the class level to make a class abstract. An abstract class can contain methods without implementation, called **abstract methods**, as well as methods with implementation, called **concrete methods**. However, when a class has only abstract methods, an alternative to using an abstract class to achieve abstraction we use an **interface**.

By using interface we can achieve 100% abstraction.

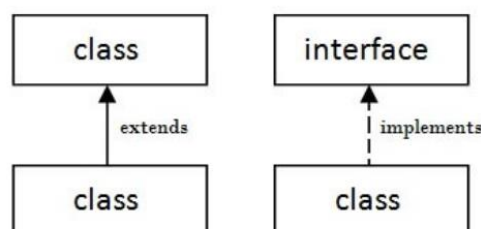
### What is an Interface?

An **interface** in Java is a blueprint of a class that can have static constants and abstract methods. It is a mechanism to achieve **abstraction** and **multiple inheritance** in Java.

- Interfaces **cannot have method bodies**; they only declare methods.
- You cannot instantiate an interface directly, similar to abstract classes.
- Methods declared in an interface are, by default, marked as **public** and **abstract**.
- Variables in an interface are implicitly **public**, **static**, and **final**.

### Key Features of an Interface

- **Total Abstraction:** All methods in an interface are abstract (i.e., they have no implementation). This means that the class implementing the interface must provide implementations for all declared methods.
- **IS-A Relationship:** Interfaces represent the "IS-A" relationship in Java, similar to inheritance.
- **Implements Keyword:** A class uses the **implements** keyword to indicate that it provides implementations for the interface methods.



- **Static and Final Variables:** Variables declared in an interface are static and final by default, meaning they are constants that cannot be changed once initialized.

### Syntax of an Interface

To declare an interface, the interface keyword is used. Here's the syntax for declaring an interface:

```
interface InterfaceName {  
    // Declare constant fields  
    // Declare abstract methods  
}
```

### Example:

```
interface A {  
    void show(); // implicitly public and abstract  
    void config();  
}
```

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### Instantiating an Interface

You cannot directly create an object of an interface, just like an abstract class. The following code will result in an error:

```
A obj = new A(); // Error: Cannot instantiate the type A
```

However, you can instantiate a class that implements the interface, as shown in the example below.

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### Example of Interface Implementation

```
interface A {  
    int age = 44; // final and static by default  
    String area = "Mumbai";  
  
    void show();  
    void config();  
}  
  
class B implements A {  
    public void show() {  
        System.out.println("In show");  
    }  
  
    public void config() {  
        System.out.println("In config");  
    }  
}  
  
public class MyClass {  
    public static void main(String args[]) {  
        A obj = new B(); // Instantiate a class that implements the interface  
        obj.show();  
        obj.config();  
  
        // Accessing final and static variables of the interface  
        System.out.println(A.age);  
        System.out.println(A.area);  
    }  
}
```

### Explanation of Interface Usage

An interface can be considered a **contract** between the class and the interface itself. It defines **unimplemented methods** that the class must provide implementations for. In essence, an interface lays down the **requirements** (methods and constants), which the implementing class must fulfill.

In software design, interfaces are sometimes referred to as **Service Requirement Specifications (SRS)** because they specify the services or methods that classes need to implement.

### Important Points About Interfaces in Java

- Interfaces are not classes but provide a structure similar to classes.
- Methods in interfaces are always public and abstract.
- Variables declared in interfaces are constants by default (public, static, final).
- A class that implements an interface must provide implementations for all its methods.
- A class can implement multiple interfaces, thus achieving multiple inheritance.