There are two ways to get a usable interface class. If we have the interface:

public interface Vehicle{

public void drive();

}

The first is, as you say to have a class which implements the interface:

public class Car implements Vehicle{

public void drive(){

System.out.println("Here in my car I feel safest of all);

}

}

Vehicle car = new Car();

v.drive();

Or you can create an anonymous class:

Vehicle v = new Vehicle(){

public void drive(){

System.out.println("Hello world");

}

};

v.drive();