

Interfaces are nothing but a way to describe the behavior of a class without committing to the implementation of the class. In C++ programming there is no built-in concept of interfaces. In order to create an interface, we need to create an abstract class which is having only pure virtual methods. In C++, Interfaces are also called pure abstract classes.

```
#include <iostream>

#include <string>

using namespace std;

// Interface(Abtract class
// with pure virtual function)
class websiteName
{
    public:
        virtual string getName() = 0;
};
```

An abstract class is a class that is specially designed to be used as a base class.

Abstract class must have at least one pure virtual function. It may have variables and normal functions. The derived classes of an abstract class must implement all the pure virtual functions of their base class or else they too become abstract.