

# Catching Up with C# Interfaces

## What you know might be wrong

**Jeremy Clark**  
Developer Betterer  
[jeremybytes.com](http://jeremybytes.com)

Level: Intermediate

# Default Implementation

```
public interface ILogger
{
    void Log(LogLevel level, string message);

    void LogException(Exception ex)
    {
        Log(LogLevel.Error, ex.ToString());
    }
}
```

## Default Implementation

```
public interface ILogger
{
    void Log(LogLevel level, string message);

    void LogException(Exception ex)
    {
        Log(LogLevel.Error, ex.ToString());
    }
}
```

# Features

- Default Implementation
  - Methods, Properties, Events, and Indexers
- Access Modifiers
  - public, private, protected, internal, etc.
- Static Members
  - Methods, Fields, Constructors
- Static Abstract Members (.NET 7 / C# 11)
- Abstract Members
- Partial Interfaces
- Static Main



Here There Be Dragons

You might choose not to  
use these features,  
but you may encounter  
them in the libraries you use.

# Before C# 8

- No implementation
- Everything "public"
- No statics
- No fields

```
public interface IRegularPolygon
{
    int NumberOfSides { get; }
    int SideLength { get; set; }

    double GetPerimeter();
    double GetArea();
}
```



# Before C# 8

## Interface

- **May not** contain implementation code
- A class may implement **any number** of interfaces
- Members are always **public**
- May contain properties, methods, events, and indexers (not fields, constructors or destructors)
- **May not** contain static members

## Abstract Class

- **May** contain implementation code
- A class may only descend from a **single** base class
- Members have **access modifiers**
- May contain fields, properties, constructors, destructors, methods, events and indexers
- **May** contain static members

# After C# 8

## Interface

- ~~May not contain implementation code~~
- A class may implement **any number** of interfaces
- ~~Members are always public~~
- ~~May contain properties, methods, events, and indexers (not fields, constructors or destructors)~~
- ~~May not contain static members~~

## Abstract Class

- **May** contain implementation code
- A class may only descend from a **single** base class
- Members have **access modifiers**
- May contain fields, properties, constructors, destructors, methods, events and indexers
- **May** contain static members



# Reasons for the Update

- Compatibility with Java (Android) and Swift (iOS)
- Extend existing APIs
- Mix-ins



# What is an Interface?

An interface describes  
a set of capabilities  
of an object.

# Default Implementation (and other features)

- .NET 6
- .NET 7

- 
- .NET Framework 4.8
  - .NET Standard 2.0

# Static Abstract Members

- .NET 7

- 
- .NET 6
  - .NET Framework 4.8
  - .NET Standard 2.0

# Features

- Default Implementation
  - Methods, Properties, Events, and Indexers
- Access Modifiers
  - public, private, protected, internal, etc.
- Static Members
  - Methods, Fields, Constructors
- Static Abstract Members (.NET 7 / C# 11)
- Abstract Members
- Partial Interfaces
- Static Main

# Default Method Implementation

```
public interface ILogger
{
    void Log(LogLevel level, string message);

    void LogException(Exception ex)
    {
        Log(LogLevel.Error, ex.ToString());
    }
}
```





## Recommendation

When calling interface members, use the interface type.

# Calling a Default Method Implementation

- Must be called using the interface type
- The class type will not work
- "var" will not work

```
var ex = new InvalidOperationException();  
ILogger logger1 = new InitialLogger();  
logger1.LogException(ex); // calls default  
  
InitialLogger logger2 = new InitialLogger();  
logger2.LogException(ex); // compiler error  
  
var logger3 = new InitialLogger();  
logger3.LogException(ex); // compiler error
```

# Replacing a Default Implementation

- Implementing class can provide its own implementation

```
public class OverrideLogger : ILogger
{
    public void Log(LogLevel level, string message)
    {
        Console.WriteLine($"Level - {level:F}: {message}");
    }

    public void LogException(Exception ex)
    {
        Console.WriteLine($"Level - {LogLevel.Error}: {ex.Message}");
    }
}
```

/DefaultImplementation/OverrideLogger.cs

# Visual Studio Tooling Quirk

- Visual Studio 2022 does not include interface members with default implementation in the "Implement interface" shortcut.



# Calling an Implemented Interface Member

- The most specific method is always called (meaning, the default implementation is ignored if a class has a public implementation).

```
ILogger logger1 = new OverrideLogger();  
logger1.Log(LogLevel.Info, "Hello"); // calls class method  
  
OverrideLogger logger2 = new OverrideLogger();  
logger2.Log(LogLevel.Info, "Hello"); // calls class method  
  
var logger3 = new OverrideLogger();  
logger3.Log(LogLevel.Info, "Hello"); // calls class method
```

# Explicit Implementation

```
public class ExplicitLogger : ILogger
{
    void ILogger.Log(LogLevel level, string message)
    {
        Console.WriteLine($"Level - {level:F}: {message}");
    }

    void ILogger.LogException(Exception ex)
    {
        Console.WriteLine($"Level - {LogLevel.Error}: {ex.Message}");
    }
}
```



```
public class ExplicitLogger : ILogger
{
    void ILogger.Log(LogLevel level, string message)
    {
        Console.WriteLine($"Level - {level:F}: {message}");
    }

    void ILogger.LogException(Exception ex)
    {
        Console.WriteLine($"Level - {LogLevel.Error}: {ex.Message}");
    }
}
```

# Explicit Implementation

```
ILogger logger1 = new ExplicitLogger();
logger1.Log(LogLevel.Info, "Hello"); // calls method

ExplicitLogger logger2 = new ExplicitLogger();
logger2.Log(LogLevel.Info, "Hello"); // compiler error

var logger3 = new ExplicitLogger();
logger3.Log(LogLevel.Info, "Hello"); // compiler error
```

Default implementation is called the same way as explicit implementation

```
var ex = new InvalidOperationException();  
ILogger logger1 = new InitialLogger();  
logger1.LogException(ex); // calls default
```

```
InitialLogger logger2 = new InitialLogger();  
logger2.LogException(ex); // compiler error
```

```
var logger3 = new InitialLogger();  
logger3.LogException(ex); // compiler error
```

# Confused Yet?

If a class does *\*NOT\** provide an implementation...

- Using the interface type, the default is called.
- Using the class type, the code does not compile.
- Using "var", the code does not compile.

If the class *\*DOES\** provide an implementation...

- Using the interface type, the class method is called.
- Using the class type, the class method is called.
- Using "var", the class method is called.



## Recommendation

When calling interface members, use the interface type.

# What is an Interface?

- An interface describes a set of capabilities of an object.
- The capabilities might not be directly exposed (example: explicitly implemented interface members).
- An object may only have the capabilities if it is referenced the right way (i.e., by the interface type rather than the class type).
- A default implementation is called the same way as an explicit implementation.

# Be Careful of Assumptions

- What's wrong with the following interface?

```
public interface IFileHandler
{
    void Delete(string filename);

    void Rename(string filename, string newfilename) =>
        System.IO.File.Move(filename, newfilename);
}
```

- Answer: It makes assumptions about the IFileHandler implementers (specifically that they use System.IO.File objects).





## Recommendation

Default implementations  
should only reference other  
interface members.

# Be Careful of Assumptions

- What's wrong with the following interface?

```
public interface IReader<T>
{
    IReadOnlyCollection<T> GetItems();
    T GetItemAt(int index) => GetItems().ElementAt(index);
}
```

- Answer: It assumes that using an iterator is okay. If "GetItems" returns a large collection, this could cause memory pressure. If the "Get" operation is slow (for example a large calculation), then getting the entire list to pull out a single item is inefficient.



Recommendation

Know the capabilities  
of your mocking  
framework.

# Unit Testing & Mocks

Many mocking frameworks do not support testing default implementation.

- Supported
  - **Moq**
  - **Rocks**
- Not Supported
  - **FakeItEasy**  
(open issue: <https://github.com/FakeItEasy/FakeItEasy/issues/1633>)
  - **NSubstitute**

```
public interface IRegularPolygon
{
    int NumberOfSides { get; }
    int SideLength { get; set; }

    double GetPerimeter() => NumberOfSides * SideLength;
    double GetArea();
}
```

# Example: FakeItEasy

```
[Test]
0 references
public void FakeItEasy_CheckDefaultImplementation()
{
    var mock = A.Fake<IRegularPolygon>();
    A.CallTo(() => mock.NumberOfSides).Returns(3);
    A.CallTo(() => mock.SideLength).Returns(5);

    double result = mock.GetPerimeter();

    Assert.AreEqual(15.0, result);
}
```

- Test Fails: Since "GetPerimeter" is not set up on the mock object, FakeItEasy uses its own default behavior for a mock object (which is to return "0" for a method returning an integer).

```
public interface IRegularPolygon
{
    int NumberOfSides { get; }
    int SideLength { get; set; }

    double GetPerimeter() => NumberOfSides * SideLength;
    double GetArea();
}
```

## Example: Moq

```
[Test]
public void Moq_CheckDefaultImplementation()
{
    var mock = new Mock<IRegularPolygon>();
    mock.CallBase = true;
    mock.SetupGet(m => m.NumberOfSides).Returns(3);
    mock.SetupGet(m => m.SideLength).Returns(5);

    double result = mock.Object.GetPerimeter();

    Assert.AreEqual(15.0, result);
}
```

- Test Succeeds: “CallBase = true” will call the “GetPerimeter” default implementation from the interface.





Recommendation

Know the capabilities  
of your mocking  
framework.



Observation

Default implementation  
is good for calculated  
properties.

(And not much else for properties.)

# Default Property Implementation

- Good for calculated properties (getters)

```
public interface IRegularPolygon
{
    int NumberOfSides { get; }
    int SideLength { get; set; }

    double Perimeter { get => NumberOfSides * SideLength; }
```

# Default Property Implementation

- Read/Write Properties must have default implementation for both "get" and "set"... \*

```
int NotAllowed
{
    get => 20;
    set;
}
```

```
int AlsoNotAllowed
{
    get;
    set { }
}
```

\*See caveat on next slide

# Default Property Implementation

- Default implementation doesn't really make sense for "set" (there's no way to have a backing field).
- Things like this cause a StackOverflow:

```
int BadMember
{
    get => 1;
    set { BadMember = value; }
}
```

/InterfaceProperties/BadInterface/IBadInterface.cs

# Default Property Implementation

- Default implementation **cannot** be used to specify an automatic property.
- The following interface properties are normal (abstract) interface members:

```
public interface IRegularPolygon
{
    int NumberOfSides { get; }
    int SideLength { get; set; }
```

/InterfaceProperties/Interface/IRegularPolygon.cs



Observation

Default implementation  
is good for calculated  
properties.

(And not much else for properties.)



# Access Modifiers

All access modifiers are allowed

- “public” is default
  - “private” has limited usefulness
  - “protected” and “internal” are undefined
- \*\*DANGER\*\***

# Access Modifiers - Public

- Default access modifier is "public" for interfaces.
- The following interface members are both "public":

```
public interface ICustomerReader
{
    IReadOnlyCollection<Customer> GetCustomers();
    public Customer GetCustomer(int Id);
}
```

# Access Modifiers - Private

- "private" members can only be accessed within the interface.
- "private" members must have a default implementation.

```
private int DirectDistance((int, int) point1, (int, int) point2)
{
    (int x1, int y1) = point1;
    (int x2, int y2) = point2;
    return (x1 - x2) + (y1 - y2);
}
1 reference
private int CubeIt(int x) => x * x * x;
1 reference
private int FlipSign(int x) => x * -1;
```

\*Note: This sample is a bit contrived to show that "private" members must have implementation  
/AccessModifiers/Private/ICalendarItem.cs

# Access Modifiers - Private

- "private" members can be used to break up larger default implementation methods.
- Example, if a "public" method has a complex default implementation, it can be split up into smaller "private" methods inside the interface.

**My Opinion:** If code inside an interface is complex enough that it requires this type of factoring, maybe it is not appropriate for it to be part of an interface.

# Access Modifiers - Protected

- Behavior of protected / internal members is undefined in the language specification.
- Note: the compiler does not stop you from using protected / internal access modifiers.

**My Opinion:** Stick with "public" and "private" members.

# Static Methods

- Interface "static" methods are just like "static" methods on a class.
- The following are equivalent:

```
public class ReaderFactory
{
    private static IPeopleReader savedReader;
    public static Type readerType =
        typeof(HardCodedPeopleReader);

    public static IPeopleReader GetReader()
    {
        Implementation details
        return savedReader;
    }
}
```

```
public interface IReaderFactory
{
    private static IPeopleReader savedReader;
    public static Type readerType =
        typeof(HardCodedPeopleReader);

    public static IPeopleReader GetReader()
    {
        Implementation details
        return savedReader;
    }
}
```

# Static Fields

- "static" fields on an interface are just like "static" fields on a class.
- A static field is a shared value; it is associated with the interface rather than any particular instance.



# Static Fields as Parameters

- "static" fields can be used to parameterize a default implementation.
- See Microsoft Docs example:  
<https://docs.microsoft.com/en-us/dotnet/csharp/whats-new/tutorials/default-interface-methods-versions#provide-parameterization>

# Static Abstract Members

- Interfaces can have static abstract members.

```
public interface IGetNext<T>  
    where T : IGetNext<T>  
{  
    static abstract T operator ++(T other);  
}
```

- This means that interface implementations must have that static member with the member implementation.

# Static Abstract Members

- Can be used for operator overloads with interfaces.

```
public interface IGetNext<T>  
    where T : IGetNext<T>  
{  
    static abstract T operator ++(T other);  
}
```

- Can also be used for static factories.

# Operator Overload Example 1

```
public record RepeatSequence : IGetNext<RepeatSequence>
{
    private const char Ch = 'A';
    public string Text = new string(Ch, 1);

    public static RepeatSequence operator ++(RepeatSequence other)
    {
        return other with { Text = other.Text + Ch };
    }

    public override string ToString() => Text;
}
```

# Operator Overload Example 2

```
public record FibonacciNext : IGetNext<FibonacciNext>
{
    public int Previous = 0;
    public int Current = 1;

    public static FibonacciNext operator ++(FibonacciNext other)
    {
        checked
        {
            int next = other.Previous + other.Current;
            return other with { Previous = other.Current, Current = next };
        }
    }

    public override string ToString() => Current.ToString();
}
```

# Using the Interface Operator

```
public class Nexter<T> : IEnumerable<T> where T : IGetNext<T>, new()
{
    public IEnumerator<T> GetEnumerator()
    {
        // first value
        T value = new();
        yield return value;

        // subsequent values
        while (true)
        {
            try { value++; }
            catch { break; }
            yield return value;
        }
    }
}
```

# Static Abstract Members

- **\*\*WARNING\*\***  
Interfaces with static abstract members cannot be used as generic type parameters.
- This can specifically cause problems with dependency injection.





## Observation

Avoid using static abstract members unless you are building a framework that requires operator overloads.

(or in some other edge cases)

# Abstract Members

- A member can be marked "abstract"
- "abstract" is the default.
- The following properties are both abstract:

```
public interface ICustomerReader
{
    IReadOnlyCollection<Customer> GetCustomers();
    abstract Customer GetCustomer(int Id);
}
```

# Partial Interfaces

- Interfaces can be marked "partial" (just like classes).
- This allows them to be extended in a separate file (and at a later time).

```
public partial interface ICustomerReader
{
    IReadOnlyCollection<Customer> GetCustomers();
    Customer GetCustomer(int Id);
}
```

# Static Main

"static Main()" is the entry point to an application.

- This is a valid console application (just this file):

```
namespace StaticMain;

public interface IHelloWorld
{
    static void Main(string[] args)
    {
        if (args?.Length == 0)
            Console.WriteLine("Hello, World!");
        else
            Console.WriteLine($"Hello, {args![0]}!");
    }
}
```

/StaticMain/IHelloWorld.cs

# Reasons for the Update

- Compatibility with Java (Android) and Swift (iOS)
- Extend existing APIs
- Mix-ins

# Compatibility with Android and iOS

- Both Java (Android) and Swift (iOS) offer default implementation.
- For mobile & cross-platform developers, this provides C# with compatibility.

**My Opinion:** Compatibility with libraries is a good reason to support default implementation (however, I would like to see the use limited as much as possible).

# Extending APIs

- Default implementation allows API maintainers to extend an API after it is released.

## **My Opinion:**

- Because default implementations should call existing members, it is difficult to come up with scenarios that are not trivial.
- Interface inheritance supports a more controlled way of extending an interface.



# Changing an API

- When we have control over both the interface and the implementers, default implementation can give us a way to change the API without breaking the build.
- Sample Scenario:
  - Add new member (with default implementation) to an existing API.
  - Application continues to build and run.
  - API implementers can add the new member and functionality at their leisure (hopefully quickly).
  - As soon as the implementers are updated, the default implementation can be removed from the interface.

# Mix-Ins

- Mix-ins are a cool idea.
- Create interfaces with \*only\* default implementations.
- Results in a fairly safe way to do multiple inheritance.
- IoT example:
  - <https://docs.microsoft.com/en-us/dotnet/csharp/whats-new/tutorials/mixins-with-default-interface-methods>

**My Opinion:** I like the idea of mix-ins, but I wish that it was implemented with a different construct.

# Features

- Default Implementation
  - Methods, Properties, Events, and Indexers
- Access Modifiers
  - public, private, protected, internal, etc.
- Static Members
  - Methods, Fields, Constructors
- Static Abstract Members (.NET 7 / C# 11)
- Abstract Members
- Partial Interfaces
- Static Main

# Recommendations and Opinions 1

- When calling interface members, use the interface type.
- Default implementations should only reference other interface members.
- Know the capabilities of your mocking framework
- Default implementation is good for calculated properties. (And not much else for properties.)

# Recommendations and Opinions 2

- If code inside an interface is complex enough that it requires this type of refactoring (private members), maybe it is not appropriate for it to be part of an interface.
- Stick with "public and "private" access modifiers.
- Compatability with libraries is a good reason to support default implementation (however, I would like to see the use limited as much as possible).

# Recommendations and Opinions 3

- Because default implementations should call existing members, it is difficult to come up with scenarios that are not trivial.
- Interface inheritance supports a more controlled way of extending an interface.
- I like the idea of mix-ins, but I wish that it was implemented with a different construct.



Resources

# Code Samples & Resources

[https://github.com/jeremybytes/  
vslive2023-lasvegas](https://github.com/jeremybytes/vslive2023-lasvegas)



Thank You!

Jeremy Clark

- <http://www.jeremybytes.com>
- [jeremy@jeremybytes.com](mailto:jeremy@jeremybytes.com)
- @jeremybytes