

Module 5 Study Questions

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1. When should you use an interface, and when should you use an abstract class?
2. When should you use final methods, and when should you make a class final? Can an interface be final? How about an abstract class?
3. What happens if you implement two interfaces , each of which have a method named **draw()** for example, **Cowboy** and **Shape** (a Wild West video game program, perhaps)?
4. What happens if you override a method in a parent class, but provide a different return type? Different argument types?