

1. IRuleDefinitionParser Interface:

```
public interface IRuleDefinitionParser {    List<IRule>  
ParseRuleDefinitions(string ruleDefinitionJson); }
```

2. IRuleEngineCore Interface:

```
public interface IRuleEngineCore {    void AddRule(IRule rule);    void  
EvaluateRules(ITargetObject target);    void ApplyRules(ITargetObject target); }
```

3. IRuleExecutor Interface:

```
public interface IRuleExecutor {    void ExecuteAction(IRule rule, ITargetObject  
target); }
```

4. ITargetObject Interface:

```
public interface ITargetObject {    // Define properties and methods required by  
rules }
```

5. IRuleEngineAPI Interface:

```
public interface IRuleEngineAPI {    void AddRule(IRule rule);    void  
EvaluateRules(ITargetObject target);    void ApplyRules(ITargetObject target); }
```

6. IRule Interface:

```
public interface IRule {    // Define properties and methods common to all rules }
```

7. IRuleApplicable Interface:

```
public interface IRuleApplicable {    // Marker interface for types to which rules
```

```
can be applied }
```

8. IRuleDefinition Interface:

```
public interface IRuleDefinition {      // Define properties and methods specific to  
rule definitions }
```

9. IRuleCondition Interface:

```
public interface IRuleCondition {      // Define properties and methods specific to  
rule conditions }
```

10. IRuleAction Interface:

```
public interface IRuleAction {      // Define properties and methods specific to  
rule actions }
```

11. ILogger Interface:

```
public interface ILogger {      void Log(string message); }
```

12. ITestingModule Interface:

```
public interface ITestingModule {      void RunTests(); }
```

13. IPerformanceOptimization Interface:

```
public interface IPerformanceOptimization {      // Define methods for optimizing  
rule engine performance }
```

14. IDocumentationModule Interface:

```
public interface IDocumentationModule {      string GenerateDocumentation(); }
```

15. IDeploymentModule Interface:

```
public interface IDeploymentModule {      void DeployRuleEngine(); }
```

16. IMonitoringModule Interface:

```
public interface IMonitoringModule {    void SetupMonitoring(); }
```

17. IErrorHandlerModule Interface:

```
public interface IErrorHandlerModule {    void HandleError(Exception ex); }  
`
```