



Learning Object-Oriented Programming and Design with TDD

Interfaces

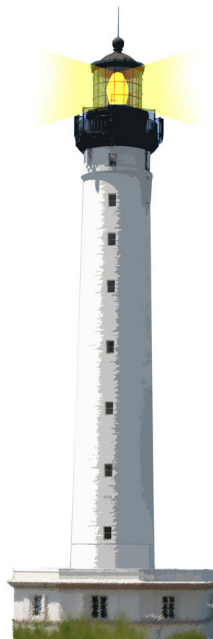
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<http://www.pharo.org>

Core



Interfaces

- A good element of Java :)
- Group of method signatures
 - and since Java 80 default methods...
- Used by the type checker
- Support the manipulation of instances of classes not in subtype relation (i.e. not in the same hierachy)

```
interface {  
    //methods  
}
```

Example

All methods are implicitly public and all fields are public static final

```
interface Polygon {  
    public static final String color = "blue";  
  
    public void getArea();  
}
```

```
interface Polygon {  
    String color = "blue";  
  
    void getArea();  
}
```

A Implements I

```
class Rectangle implements Polygon {  
    ...  
    public void getArea() {  
        return length * width;  
    }  
}
```

Classes - Interfaces

Any class implementing an interface MUST defined the methods specified in the interface.

- A class can implement many interfaces
- A class inherits from a single superclass
- An interface can "inherit" from multiple interfaces

```
interface Line {  
    //members of Line interface  
}  
  
interface Polygon extends Line {  
    //members of Polygon interface and Line interface  
}
```

Interfaces: step back

A nice mechanism for statically checked languages

- defines what is expected
- lets the system evolve

When you use a class as a type:

- You freeze the possible instances
- You will only be able to have instances of type or subtypes

When you use an interface as a type:

- You will be able to use any instance of classes implementing the interface



Interfaces support evolution

- You can reuse a program expecting a given interface by passing a new class implementing the give interface
- This is key!
- This cannot be done if you use a class.
- With a class you can only pass a subclass.



Interfaces and nominal types

- Pay attention two interfaces with different names but the same contents are not compatible
- You will not be able to substitute instances of a class using one interface by instances of another class using another interface with the same contents



A course by Stéphane Ducasse
<http://stephane.ducasse.free.fr>

Reusing some parts of the Pharo Mocc by

Damien Cassou, Stéphane Ducasse, Luc Fabresse
<http://mocc.pharo.org>



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