

Object Oriented Programming

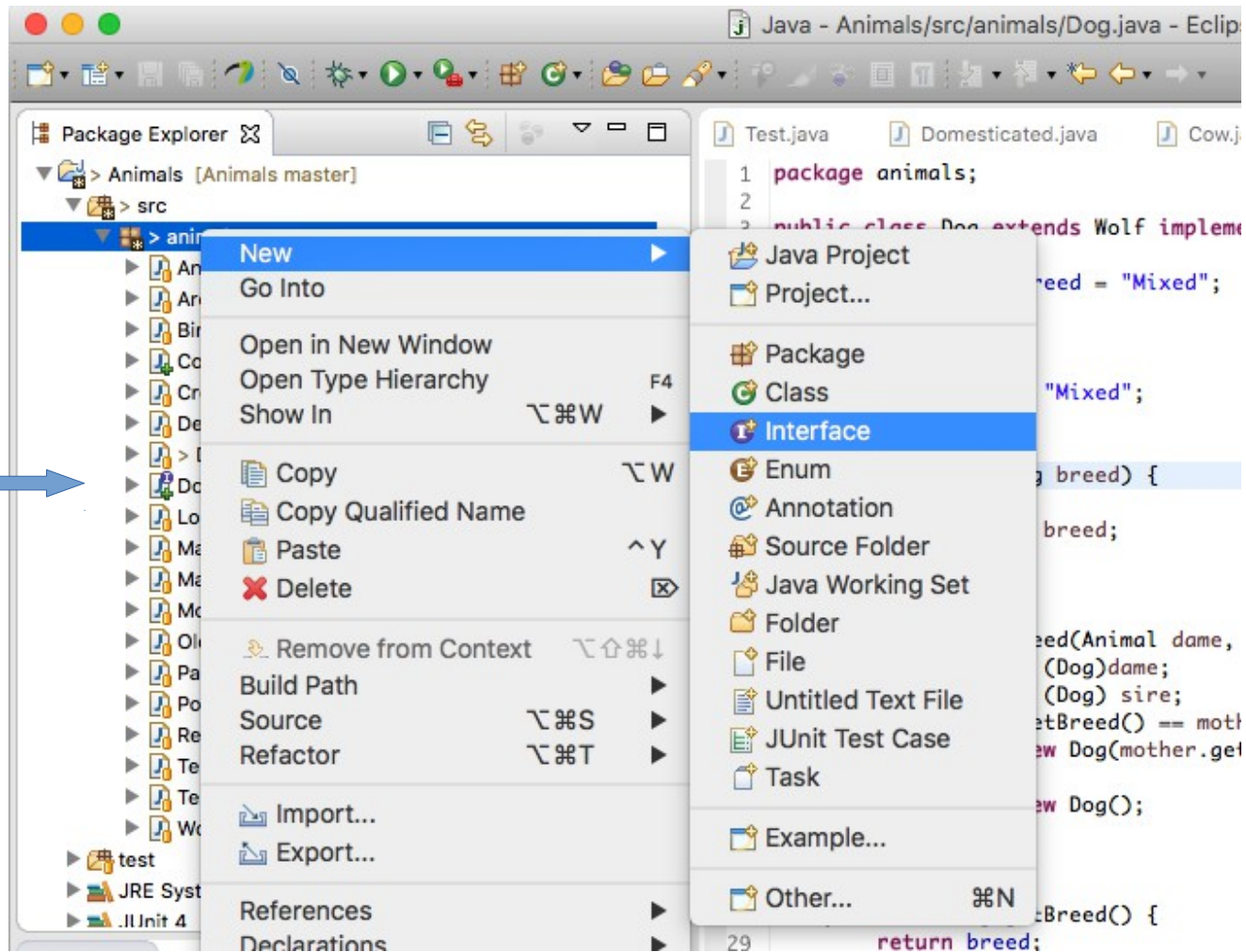
Week 5 Part 3
Java Interfaces in Eclipse

Lecture

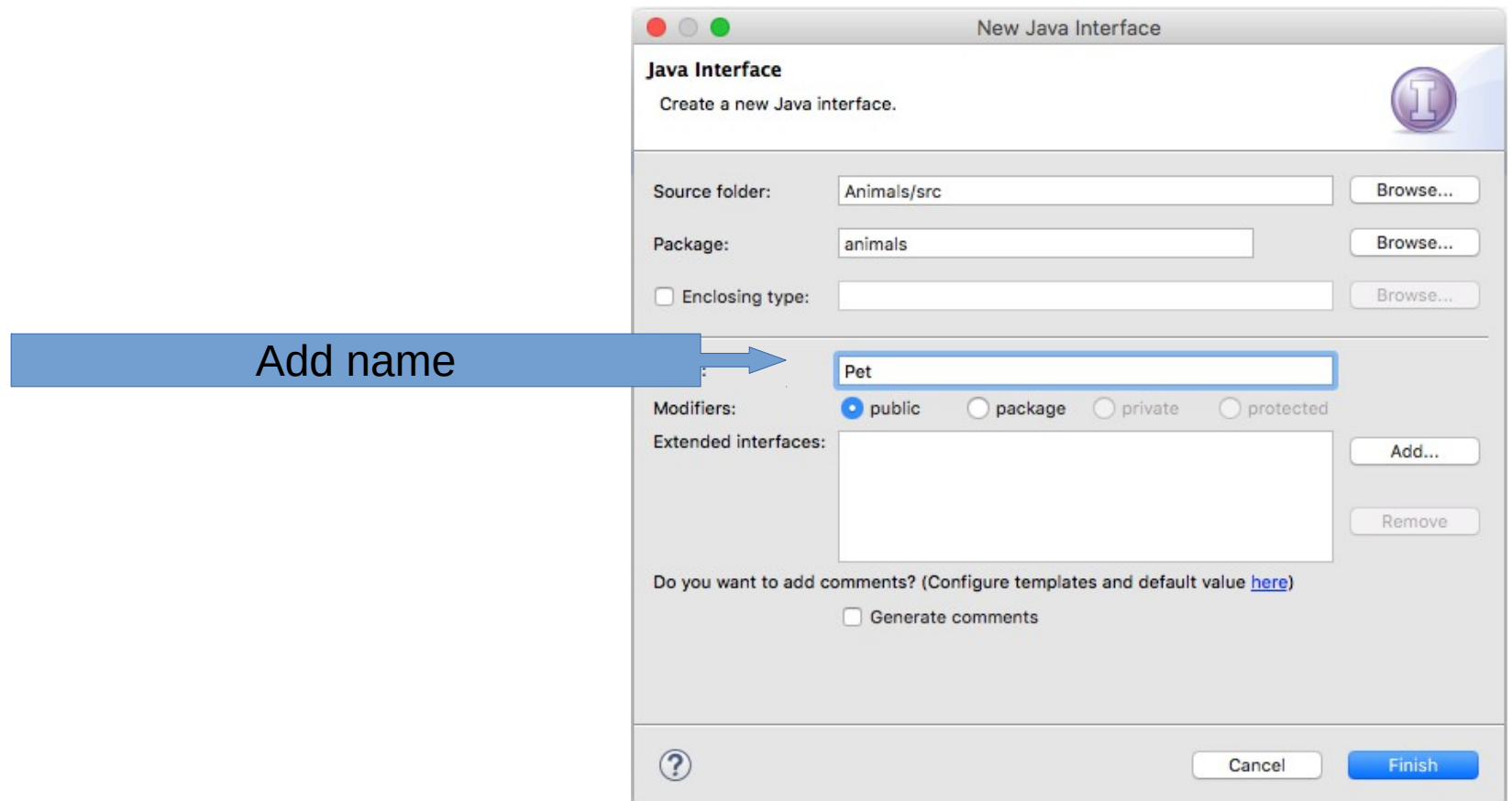
- Defining an Interface
- Defining a class using and interface
- Initial contents of class defined from interface

Define an Interface

Choose New > Interface



Define Interface Properties



Define PetDog class

From src/animals New > Class

Name is PetDog

Superclass is Wolf

Hit Add... twice to add two interfaces
Domesticated and Pet

New Java Class

Create a new Java class.

Source folder:

Package:

☐ Enclosing type:

Name:

Modifiers: ☒ public ☐ package ☐ private ☐ protected
☐ abstract ☐ final ☐ static

Superclass:

Interfaces: ☒ animals.Domesticated ☒ animals.Pet

Which method stubs would you like to create?

☐ public static void main(String[] args)
☒ Constructors from superclass
☒ Inherited abstract methods

Do you want to add comments? (Configure templates and default value [here](#))
☐ Generate comments

Define PetDog class (initial)

From Wolf

From Pet

From Domesticated

```
package animals;

public class PetDog extends Wolf implements Domesticated, Pet {

    public PetDog(String food, Pack p) {
        super(food, p);
        // TODO Auto-generated constructor stub
    }

    public PetDog() {
        // TODO Auto-generated constructor stub
    }

    public PetDog(String food) {
        super(food);
        // TODO Auto-generated constructor stub
    }

    @Override
    public String givesLove() {
        // TODO Auto-generated method stub
        return null;
    }

    @Override
    public String getsLove() {
        // TODO Auto-generated method stub
        return null;
    }

    @Override
    public Animal breed(Animal dame, Animal sire) {
        // TODO Auto-generated method stub
        return null;
    }

}
```