

Tutorial 5

These questions refer to the lectures presented in week 5 of Object Oriented Programming with Java. They will be covered during the tutorial during week 6.

Interfaces

1. What is an interface?
2. Why do we use interfaces?
3. Give an example of an interface not presented in class.
4. What is the Java interface construct?

Java Interfaces

5. Define an interface called Payable for the CarPark defined in Tutorial 4 that supports payment called payable has all of the following:
 6. An integer field called price.
 7. A method declaration called checkIn, that takes an integer called timeIn and returns an integer.
 8. A default method called checkOut that takes an integer called timeOut and returns the product of timeOut and price;
 9. A static method called describePayable() that returns the string “This interface computers to cost to park here.”
10. Create a class called PayableCarPart that uses the interface Payable and the superclass CarPark.

Java Interface in Eclipse

11. How do you create a new interface in eclipse?
12. How do you use an interface to create a new class in Eclipse