

COP 3330 3/4/2026

1) MAKE UP Q3

- W 2PM (Pravara)

- R 2PM (Mandana)

* IF NEED, CONTACT ME BEFORE NEXT TUESDAY TO SCHEDULE!!!

2) LOTS OF ~~DATA~~ UPDATES COURSE ^{WEBP6} ~~DATA~~

- LATER

3) Interfaces

Benefit: flexibility of base classes

Employee [] workers ...

{

for (Employee bob = workers)

bob.pay();

]

Some situations: know shared behavior but instances are so varied you can't pin down instance variables or actual ^{method} implementations.

Shape2D

```
public class Shape2D public interface Shape2D {  
    double getPerimeter();  
    double getArea();  
    void scaleBy(double scaleFactor);  
}
```

Interface as a contract to implement a set of methods.

```
public class Circle implements Shape2D {  
    // Instance var  
    // Constructor  
    public double getArea() {  
    }  
    public double getPerimeter() {  
    }  
    public void scaleBy(double scaleFactor) {  
    }  
}
```

Once defined, a Shape2D reference can point to a Circle object.

```
Shape2D mine = new Circle(7);  
... mine.getArea()
```

We can implement more than 1
interface

class NAME implements Shape2D,
Comparable {

}