

Answer the following **after reading the lecture notes** and reviewing any available demo programs from this unit.

1. What does an interface contain?
2. What cannot be typed out in an interface?
3. What do we call the body of a method (i.e. the part inside of its curly braces)?
4. What must be done (or typed out) when a class "realizes" an interface?
5. Think of your own creative example of an interface and several classes that would realize it. That is come up with an example different from `Movable` and the classes `Human`, `Bug`, `Car`, and `Airplane` mentioned in the lecture notes. Make up the name of an interface, the name of a method that it contains & then list 3 or more classes that would realize that interface in a practical way.

the name of the interface -

the name of the public method in the interface -

list names of 3 or more fictitious classes that would realize the interface -
6. What is polymorphism? Explain it in terms of your example in #5 above.
7. What are the benefits to using interfaces? Describe fully in a well-written paragraph.