

```
catch (IOException e)
```

```
System.out.println("In Input/output failure.");
```

```
void showData ()
```

```
System.out.println("In Bike name = "
    + bkm + "In Company name
    of bike = " + compnm + "In colour
    of bike = " + color + "In price
    of bike = " + pr + "rs.");
```

```
class UseCarAndBike
```

```
public static void main (String args [])
```

```
{
    Vehicle a;
```

```
// a = new Vehicle (); // Error, because
```

```
a = new Bike ();
```

```
a.petData ();
```

```
a.showData ();
```

```
a = new Car ();
```

```
a.petData ();
```

```
a.showData ();
```

## ⇒ INTERFACE :->

An interface basically kind of class, that contain methods and data members.

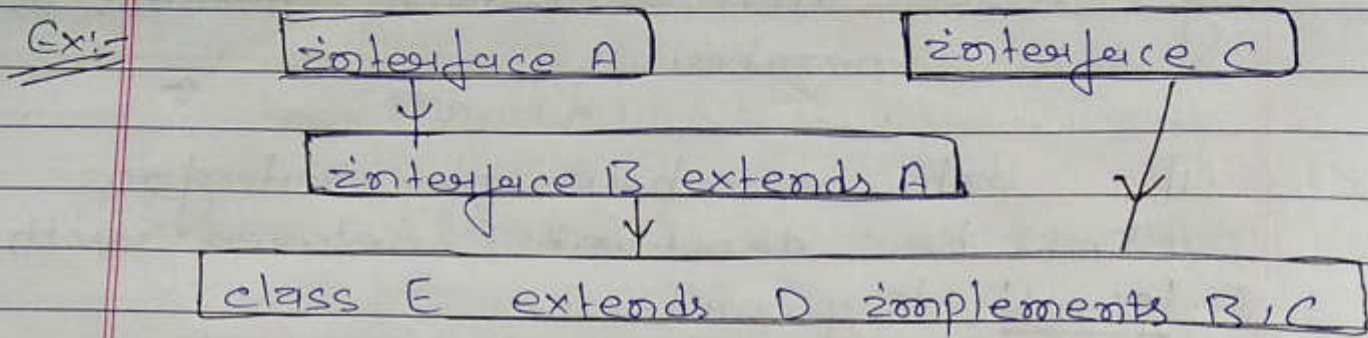
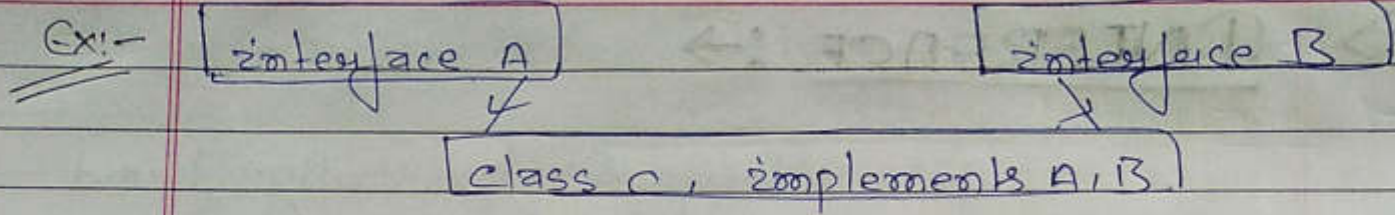
The data members of interface must be constant, declared with 'final' keyword.

The methods of interface abstract in nature. The methods of interface must be redefine/override in its all associated classes.

The main use of interface is to create just like multiple inheritance, because a class can be implemented (inherited) through more than one interfaces.

An interface is declared with keyword interface and a class is attached inherited from interface through keyword implements.

An interface is inherited/attached from another interface through keyword extends.



Example of interface :->

```

import java.io.*;
import java.lang.*;
interface Area
{
    public final double Pi = 3.14;
    public double area (double x);
    public double area (double x, double y);
}
class Circle implements Area
{
    public double area (double x)
    {
        double t;
        t = pi * x * x;
        return (t);
    }
    public double area (double x, double
    y)
  
```

```
return (0);
```

```
class Rectangle implements Area
```

```
public double area (double x, double y)
```

```
return (x * y);
```

```
public double area (double x)
```

```
return (0);
```

```
class FindAreaOfCircleAndRectangle
```

```
public static void main (String args[])
```

```
double x;
```

```
Area ob;
```

```
// ob = new Area (); // error
```

```
ob = new Circle ();
```

```
x = ob.area (3);
```

```
System.out.print ("In Area of  
Circle = " + x);
```

```
ob = new Rectangle ();
```

```
x = ob.area (7, 6);
```

```
System.out.print ("In Area of  
Rectangle = " + x);
```