# Item 18: Prefer interfaces to abstract classes

## Existing classes can be easily redesigned to implement a new interface

#### Steps to add a new interface for several classes:

- add an "implements interfaceName" in each class
- add the required methods for each class

#### What about abstract classes?

Two classes should extend the same abstract class ->

Place the abstract class high up in the type hierarchy after an ancestor of both classes ->

Great damage to the type hierarchy.

### Interfaces are ideal for defining mixins.

- Mixins provides some additional behavior (For example Comparable)
- Class can implement several mixins as interfaces
- Class can have only one superclass —
   there is no place in hierarchy for mixins as abstract classes

## Interfaces allow the construction of nonhierarchical types

interface Singer

- + interface Songwriter
- = interface SingerSongwriter extends Singer, Songwriter

The alternative is a bloated class hierarchy containing a separate class for every supported combination of attributes (2n possible combinations).

## Interfaces enable safe and powerful increasing of functionality

+ Using an interface — enable to use composition

- Using an abstract class – no alternative but to use inheritance

#### Abstract skeletal implementation class

- Combination:
   Skeletal implementation = Interface + Abstract class
- Skeletal implementations are called AbstractInterface
   (AbstractCollection, AbstractSet, AbstractList, AbstractMap)
- Simulated multiple inheritance
- Simple implementation

# Advantage of abstract classes: It is far easier to evolve an abstract class than an interface

+ All existing implementations of the abstract class will then provide the new method

- Once an interface is released and implemented, it is almost impossible to change

### Item 19: Use interfaces only to define types

- Don't use constant interfaces, it's antipattern.
- Use utility classes for constants and static import.
- Constant interfaces in the Java platform libraries, such as java.io.ObjectStreamConstants - should be regarded as anomalies