

LU05a - Vererbung

Interfaces

Eine Klasse kann eine oder gar mehrere Interfaces implementieren.

UML	Java	Typescript
<pre> classDiagram class Animal { ~eat(): void ~sleep(): void } class Bird { ~layEggs(): void ~fly(): void } class Penguin { +eat(): void +sleep(): void +layEggs(): void +fly(): void } Animal < -- Bird Animal < .. Penguin </pre>	<pre> public interface Animal {...} public interface Bird extends Animal {...} public class Penguin implements Bird {...} </pre>	

```

interface Animal {...}
interface Bird extends Animal {...}
class Penguin implements Bird {...}
          
```

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