

# 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 &lt; -- Bird     Bird &lt; .. Penguin           </pre>	<pre> public interface Animal {...}  public interface Bird extends Animal {...}  public class Penguin implements Bird {...}           </pre>	<pre> interface Animal {...}  interface Bird extends Animal {...}  class Penguin implements Bird {...}           </pre>

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