FACULTY OF Engineering & Technology

Passing Array to a Method in Java

```
class Test
{
//creating a method which receives an array as a parameter
static void min(int arr[])
{
int min=arr[0];
for(int i=1;i<arr.length;i++)
 if(min>arr[i])
  min=arr[i];
 System.out.println(min);
}
public static void main(String args[])
{
int a[]={33,3,4,5};//declaring and initializing an array
min(a);//passing array to method
}
}
```

Interfaces

1. Interfaces are the collection of abstract methods
2. We can not create the objects of interfaces
3. Variables can be created of interfaces
4. By default every method present in interface is abstract and public
5. Interface looks like a class but it is not a class.
6. An interface can have methods and variables just like the class but the methods declared in interface are by default abstract
7. The interface in Java is *a mechanism to achieve abstraction*

Advantage:

There are mainly three reasons to use interface. They are given below.

1. It is used to achieve abstraction.
2. By interface, we can support the functionality of multiple inheritance.
3. It can be used to achieve loose coupling.

Declaring an interface

Syntax:
interface <interface_name>{

```
    // declare constant fields
    // declare methods that abstract
    // by default.
}
```

interface keyword is used to define an Interface

Relationship between classes and interfaces