

Abstract Data Types and Interfaces

Note Title

10/2/2007

Object = Data + Methods

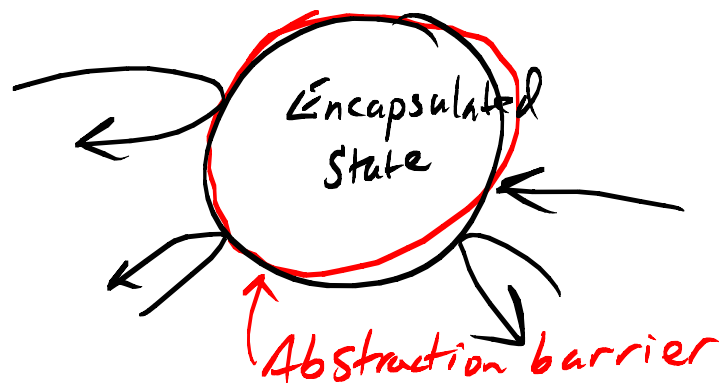
Class = definition of a type of object

Foo f = ~;

f.
↑
anyMethodForSomethingOfTypeFoo();

Carry the idea of type to the extreme:

Don't need any state to define a type
All you care about is what methods are provided.



Java interface defines a type by a list of method headers

```
public interface ActionListener {
```

```
→ public void actionPerformed(ActionEvent ae);
```

```
}
```

Example use: Timer class

```
Timer(int millisecondDelay, ActionListener timedObject)
```

inside the timer ...

```
timedObject.actionPerformed(...some action event...)
```