



SKILL BASED
IT TRAINING

OP221

Object Oriented Programming OOP C#
PROFESSIONAL DIPLOMA IN SOFTWARE ENGINEERING

GROUP DISCUSSION 9: INTERFACE

QUESTION:

A SmartPhone can take photos and play music. In C#, would you design this using two interfaces (for example, ICamera and IMusicPlayer) or using one abstract class?

Discuss which is better and why, focusing on multiple interface implementation and flexibility.

OBJECTIVE:

Students will learn how and why interfaces are used to support multiple behaviors and flexible design, and to distinguish them from abstract classes.

TIME ALOCATED:

20 mins - discussion in the breakout room

5 mins - presentation by the group member

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