

## Unit Eight Lecture Three:

### Topic One: Adding a method to an interface

As you learned in Unit Eight Lecture Two, an interface is not limited to one method. But, if we add a method to an interface what additional changes to the project are required?

For example, let's say we don't want to process all the data of the BBPlayer or the BankAccount classes. We only want to process objects of type BBPlayer where the ppg is > 10 and we only want to process objects of type BankAccount where the balance is > 1000.

#### Steps to follow

- 1) Add an accept() method to the Measurable interface.

```
boolean accept();
```

- 2) Implement the new accept() method in the DataSet class.

```
public DataSet(Measurable x)
{
    boolean flag = x.accept();

    if (flag)
    {
        .
        .
        .
    }
}
```

- 3) Create a new accept() method in any class that implements the Measurable interface. Specifically, add an accept() method to the BBPlayer class.

```
public boolean accept()
{
    if (ppg > 10)
    {
        .
        .
        .
    }
}
```

Specifically, add an accept() method to the BankAccount class.

```
public boolean accept()
{
    if (balance > 1000)
    {
        .
        .
        .
    }
}
```

Unit Eight Assignment Two: Continuing with BBPlayer & BankAccount