

## \* Variables in Interfaces :-

An interface is a container of abstract methods and static final variables.

- The variables in an interface is public, static and final by default.
- If any variable in an interface is defined without public, static and final keywords then, the compiler automatically adds the same.
- No access modifier is allowed except the public for interface variables.
- Every variable of an interface must be ~~int~~ initialized in the interface itself.

### Syntax:-

```
interface <interface_name>  
{  
    // declare constant fields  
}
```

\_/\_/\_

Example:-

```
interface SampleInterface
{
    int id = 1001;
}
```

```
class Main implements SampleInterface
{
    public static void main (String args[])
    {
        System.out.println (" Id is = " + id);
        // id = 1002; // cannot be modified
    }
}
```

Output:-

Id is = 1001