

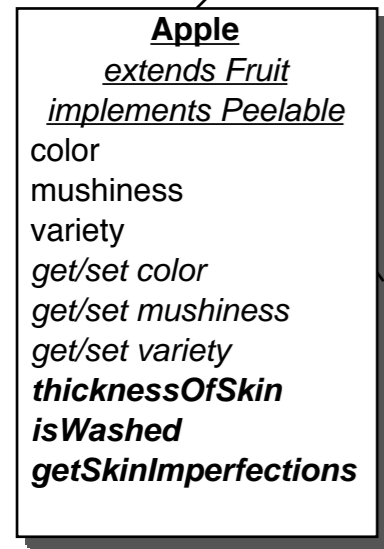
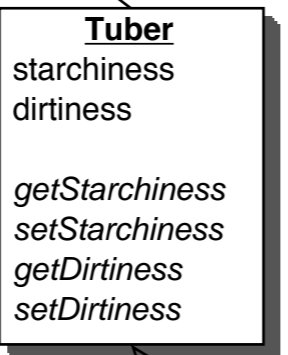
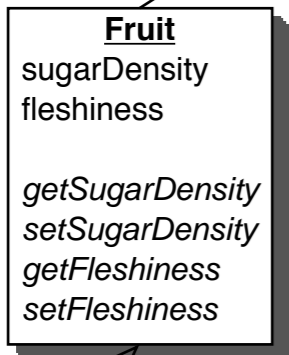
Peeler is a concrete utility class that will peel objects that implement the Peelable interface

For this example, that means that this ONE Peeler object can peel both a Potato and an Apple.

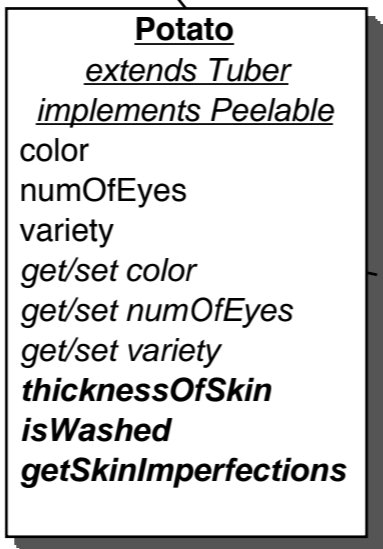
What is important to note here is that you spent a certain amount of time coding this Peeler -- what use would it be if it only peeled, say, Apples? By deciding which methods it actually needs in order to peel an object, you can very easily create an Interface to define the Peeler's expectations of incoming to-be-peeled objects. Then you make its *peel()* method take a Peelable object instead of a specific class type, and the next time you need to peel an object in your program, or any other program, you just need to have that object implement Peelable, and you can use this Peeler with it!!!!

Fruit is an abstract class which descends from Object

Tuber is an abstract class which descends from Object



Apple is a concrete class which inherits from Fruit and implements the Peelable interface



Potato is a concrete class which inherits from Tuber and implements the Peelable interface

