

Re: Implementing Interfaces in C#

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2004-02/2875.html>

From: Richard A. Lowe (*chadich_at_yumspamyumYahoo.com*)

Date: 02/16/04

Date: Sun, 15 Feb 2004 19:42:22 -0600

Hi Frank, It's would be best to post the source (pref a simplified version) that you believe to be compiling without errors. As others have noted you should see compile errors if an interface method is not implemented.

Richard

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C#, .NET and Complex Adaptive Systems:

<http://blogs.geekdojo.net/Richard>

"Frank J. Reashore" <reashore@NOSPAMTelus.net> wrote in message news:OKX6aNC9DHA.3404@TK2MSFTNGP09.phx.gbl...

> Hello Everyone,

>

> I am implementing a simple interface in C# using Visual Studio .net and was

> quite surprised to discover that the C# compiler does NOT complain if a > method on the interface is not implemented.

>

> VB.net on the other hand generates a compile error if a method is not > implemented. This helps in ensuring that all interface methods are > implemented.

>

> The fact that C# does not provide such compile errors makes implementing and

> interface in C# more labor intensive than in VB.net. You have to use the > object browser and check the function signature, etc.

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> Is this normal behavior? Could I possibly be doing something wrong?

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> Any help would be appreciated.

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> Regards,

> Frank J. Reashore

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> Vancouver, Canada

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