

Re: Implementing Interfaces in C#

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From: Nick Malik (nickmalik_at_hotmail.nospam.com)

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There have been times when I'm pulling my hair out WISHING C# wouldn't give me an error when implementing an interface, but no such luck.

Visual C# in the Visual Studio 2003 IDE give me a fatal error if I attempt to compile an app that does not have all methods of an inherited interface defined.

Please post an example of what you are seeing. Perhaps we can help you to find the issue.

— Nick

"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.*

>

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

>

> *Any help would be appreciated.*

>

> *Regards,*

> *Frank J. Reashore*

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microsoft.public.dotnet.languages.csharp: Re: Implementing Interfaces in C#

> *Vancouver, Canada*

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