



Java Programming I

Session 10

Streams

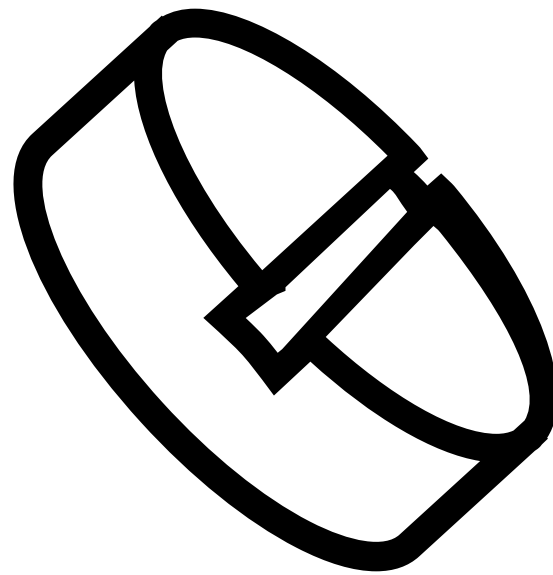
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Agenda

- **Generic Fundamentals**
- **Wildcards and bounds**
- **Methods**
- **Constructors**
- **Interfaces**
- **Restrictions**

Fundamentals

write once, use many times



```
public class MyGeneric<T>
```

Generic considerations

Things to keep in mind

- Generics don't work with primitives (int, float, etc)
- They only work with the type they are created
- Generics can have a parameter list <T, V...>

Wildcards and bounds

Read/Write while there's something...



Bounding can limit types accepted
<T extends *superclass*>

Wildcards allow using undeclared types
Parameter<?>

Bounded wildcards
Parameter<? extends *superclass*>

Generic Methods

Read/Write while there's something...

```
public <T extends Number> stddev(T[] args){  
    // Do Something  
    return args[0];  
}
```

Generic Interface

the framework

```
interface Recipe<T extends Ingredient>{  
    boolean mixIngredients();  
}
```

Generic Example

An old friend

```
package edu.ucla.ex.java.summer.DIYStack;

public class DIYStackElement<T> {
    private DIYStackElement next;
    private T value;

    public DIYStackElement(T _value, DIYStackElement _next) {
        value = _value;
        next = _next;
    }

    public DIYStackElement getNext(){
        return next;
    }

    public T getValue(){
        return value;
    }
}
```


Generic Example

old friend extended

```
package edu.ucla.ex.java.summer.DIYStack;

public class DIYStack<T> {
    private DIYStackElement top;

    public void push(T value){
        DIYStackElement new_top = new DIYStackElement<T>(value, top);
        this.top = new_top;
    }

    public T pop(){
        DIYStackElement new_top = top.getNext();

        T old_value = (T) top.getValue();
        top = new_top;
        return old_value;
    }

    public boolean hasNext(){
        return top.getNext() != null;
    }
}
```

Restrictions

Keep these in mind

- Ambiguity Errors
- Type params can't be instantiated
- No static members
- Cannot extend from throwable
- Overloading can be ambiguous

Exercise

Queue

- First in, First out
- Queue and deQueue