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2) Discuss the necessity of Interfaces in Generics.

Interfaces play a crucial role in generics, providing several benefits & enabling powerful programming techniques.

The necessity of Interfaces in Generics are:

- i) Type Constraints
- ii) Polymorphism
- iii) Method Declarations
- iv) Bounded Wild Cards
- v) Generic Collections
- vi) Generic Algorithms

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In-Lab:

- 1) Write a Java Program to identify the Maximum Value and Minimum Value in the arrays of different datatypes like Integer, String, Character & float by incorporating the concept of Generics with interfaces.

Procedure/Program:

```
public interface MinMax <T extends Comparable<T>> {
```

```
    T findMax(T[] array);
```

```
    T findMin(T[] array);
```

```
}
```

```
Public class IntMinMax implements MinMax <Integer> {
```

```
    Public Integer findMax(Integer[] array) {
```

```
        Integer max = array[0];
```

```
        for (Integer Value : array) {
```

```
            if (value.compareTo(max) > 0) {
```

```
                max = value;
```

```
            }
```

```
        }
```

```
        return max;
```

```
}
```

```
public Integer findMin(Integer[] array) {
```

```
    Integer min = array[0];
```

```
    for (Integer Value : array) {
```

```
        if (value.compareTo(min) < 0) {
```

```
            min = value;
```

```
        }
```

```
    }
```

```
    return min;
```

```
}
```

```
}
```

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```

public class MinMaxTest {
    public static void main (String[] args) {
        Integer[] intArray = {5, 3, 8, 1, 4};
        IntegerMinMax int MinMax = new IntegerMinMax();
        System.out.println ("Max Integer: "+int MinMax.findMax(intArray));
        System.out.println ("Min Integer: "+int MinMax.findMin(intArray));
    }
}

```


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✓ **Data and Results:**

O/P:

Max Integer : 8

Min Integer : 1

✓ **Analysis and Inferences:**

By using MinMax Interface, Concrete classes & MinMax Test class we can compile & run this program successfully.

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VIVA-VOCE Questions (In-Lab):

1) List the benefits of Generics.

Benefits of Generics :

- i) Type Safety
- ii) Code Reusability
- iii) Elimination of Casting
- iv) Improved performance.

2) Discuss about the various types of Generics implementation in Java.

i) public class Box <T> {

}
.....

ii) public interface Pair <K, V> {

K getKey();

V getValue();

}

3) Illustrate about "Type Parameter Naming Conventions" in Generics

When defining types parameters in java generics, some of the common conventions are;

E: Element (collections)

K: Key (Maps)

V: Value (Maps)

T: Type (general cases)

N: Number (numeric types)

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4) State about Generic Classes with example

Generics in java allow you to create classes, interfaces & methods that operate on types specified.

Ex:

```

public class Box <T> {
    private T item;
    ---
}

public static void main (String[] args) {
    Box <Integer> integerBox = new Box <> ();
}

```

5) State about Generic Interfaces with example.

```

public interface Pair <K, V> {
    K getKey();
    V getValue();
}

public class GenericInterfaceTest {
    public static void main (String[] args) {
        OrderedPair <Integer, String> P1 = new OrderedPair <> (1, "one");
        System.out.println ("key: " + P1.getKey() + ", Value: " + P1.getValue());
    }
}

```


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Post-Lab:

- 1) Create a generic class that implements a binary search algorithm. Test the class with different data types such as integers, doubles, and strings.

Procedure/Program:

```
import java.util.Arrays;
```

```
public class GenericBinarySearch <T extends Comparable<T> {
```

```
    public int binarySearch(T[] ar, T key) {
```

```
        int l = 0;
```

```
        int r = ar.length - 1;
```

```
        while (l <= r) {
```

```
            int m = l + (r - l) / 2;
```

```
            if (ar[m].compareTo(key) == 0) {
```

```
                return m;
```

```
            }
```

```
            if (ar[m].compareTo(key) < 0) {
```

```
                l = m + 1;
```

```
            } else {
```

```
                r = m - 1;
```

```
            }
```

```
        }
```

```
        return -1;
```

```
    }
```

```
}
```


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```
public class BinarySearchTest {
```

```
    public static void main(String[] args) {
```

```
        Integer[] i = {1, 2, 3, 4, 5, 6, 7, 8, 9};
```

```
        Generic Binary Search <Integer> is = new Generic Binary Search<>();
```

```
        int ik = 5;
```

```
        int iR = is.binarySearch(i, ik);
```

```
        System.out.println("Integer" + ik + "found at index:" + iR);
```

```
        Double[] d = {1.1, 2.2, 3.3, 4.4};
```

```
        Generic Binary Search <Double> ds = new Generic Binary Search<>();
```

```
        double dk = 3.3;
```

```
        double dR = ds.binarySearch(d, dk);
```

```
        System.out.println("Double" + dk + "found at index:" + dR);
```

```
    }
```

```
}
```


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- 2) Create a generic method that sorts an array of objects using a bubble sort algorithm. Test the method with different types of objects such as integers, doubles, and strings.
- Procedure/Program:

```

import java.util.Arrays;

public class GenericBubbleSort {

    public static <T extends Comparable<T>> void bubbleSort(T[]
        array) {

        int n = array.length;
        T temp;
        boolean swapped;

        for (int i = 0; i < n - 1; i++) {
            swapped = false;
            for (int j = 0; j < n - 1 - i; j++) {
                if (array[j].compareTo(array[j+1]) > 0) {
                    temp = array[j];
                    array[j] = array[j+1];
                    array[j+1] = temp;
                    swapped = true;
                }
            }
            if (!swapped) {
                break;
            }
        }
    }
}

```


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✓ Data and Results:

O/P:

original Int Array : [5,3,8,1,4]

sorted : [1,3,4,5,8]

Original Double Array : [2.4,1.6,3.8,5.5]

Sorted : [1.6,2.4,3.8,5.5]

✓ Analysis and Inferences:

When the program is executed for 'Bubble Sort Test' the output will display original & sorted arrays for int & double data types.

Evaluator Remark (if Any):	Marks Secured: _____ out of 50
	Signature of the Evaluator with Date

Evaluator MUST ask Viva-voce prior to signing and posting marks for each experiment.

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