

## Exercises about Generics

- Solve them in Visual Studio.

### *Exercise 18.01: Standing in the Queue*



*In the documentation, a basic generic stack is created.*

*It has the functionalities Push() and Pop().*

*This exercise resembles on the example, but we will create a Queue.*

*A Queue has the principle of first in, first out.*

- Create a generic class Queue.
  - The queue has a maximum of 10 items in it.
- Create several methods:
  - Enqueue (an item).
    - This adds an item to the queue.
    - Make sure that you can't exceed the maximum numbers of items.
  - Dequeue (an item).
    - This removes an item from the queue.
    - Make sure that the routine works if no items are in the queue.
  - Print.
    - Loop thru the items of the queue.
    - Print their value (use ToString()).
- Create a test routine.
  - Make 2 queues.
    - One with strings.
    - One with integers.
- Prove that everything works.

Notes

---

---

---

---

---

---

---

---

COPY PASTE)

*Exercise 18.02: Move your Vehicle*

- Create an class (or interface) for a vehicle.
  - Properties.
    - Number of wheels. (4, 6, 3, ...).
    - Maximum speed. (250, 100, 60, ...).
    - Type (BMW, Mercedes, Bugatti, ...).
    - Subtype (318, A1, 911, Phanthom, ...).
    - Price (be realistic 😊).



*What is the best option here?*

*A Class or an Interface?*

- Create a class for Cars, that inherits from vehicle.
- Create a class for Motorcycles, that inherits from vehicle.
- Create a class for Trucks, that inherits from vehicle.
  - Add a property: Maximum load.
- Create a class for a Vehicle collection.
  - Only data types that are implementations from the class or interface Vehicles are allowed.
  - Create a list of vehicles.
  - Create an Add functionality.
  - Create a property that counts the number of vehicles in the list.
  - Create a property that calculates the average price of the collection.
  - Create a method that overviews the items with all their properties.
- Test the complete functionality.
  - Prove that you can't create a list of items that aren't vehicles.
  - Prove that an item that does not inherits from Vehicle can't be added to the Vehicle collection.

Notes

---

---

---

---

---

---

---

---

---

---

COPY PASTE)

- I will try to break your code by just typing stuff in your test routine.
- I will surely test if the Maximum Load of the trucks I've added are shown.

## *Exercise 18.03: Are you a Client or a Supplier*

- You create a list of companies.
- A company has a tax number and company name.
- Some of the companies are clients.
- Some of the companies are suppliers.
- Some of the companies are both.
- Create a functionality to add a client.
- Create a functionality to add a supplier.
- The tax number should be an unique key.
- Changing the name of a company corresponding to the tax number is possible. Pay attention on the companies that are a client and a supplier.
- Create a method that shows the clients.
- Create a method that shows the suppliers.



*There are several techniques to solve this.*

*Remember that this is an exercise of generics.*

*Give me 2 different solutions to solve this, one must be with generics. The other, you can choose what technique you use.*

Notes

.....

.....

.....

.....

.....

.....

.....

COPY PASTE)

## Exercise 18.04: A Generic Constructor

- Creates a class that defines a generic array of 100 elements.
- This class must have a constructor.
- That constructor fills the array with the default value of the data type used.
- If the datatype is a reference type based on a class you created, the default value is null.

### Variant 1



*Recreate the exercise but make sure that you run the constructor of the data type you use.*

*e.g. You create a Panda class, that class has a default constructor (the one with no parameters)*

Notes

---

---

---

---

---

---

---

---

COPY PASTE)