

Programming and Data Structures
Assignment 5: Generics

Objectives of the assignment

Students should demonstrate the following abilities:

1. Create a generic interface **Arithmetic<E>** and a generic class **GenericMatrix<E>**
2. Create a generic method **printMatrixOperation()**
3. Use Java generic class **ArrayList**
4. Test the generic interface, class and method using generic instantiation in a test program

1. Create the generic interface **Arithmetic<E>** as described in the UML diagram below:

"interface" Arithmetic<E>
+add(E item): E
+subtract(E item): E
+multiply(E item): E
+divide(E item): E

2. Create the class **Rational** to represent fractions. The class implements the interface **Arithmetic** for the type **Rational**. The class is described in the UML diagram below:

Rational	Description
-numerator: int	Value of the fraction numerator
-denominator: int	Value of the fraction denominator
+Rational()	Initializes numerator to 0 and denominator to 1
+Rational(int n, int d)	Initializes numerator to n and denominator to d
+Rational(String s)	Extracts the value of numerator and denominator from a string in the format "\\d+\\/\\d+"
+add(Rational f): Rational	Adds f to this fraction and returns the result as a reduced fraction
+subtract(Rational f): Rational	Subtracts f from this fraction and returns the

	result as a reduced fraction
+multiply(Rational f): Rational	Multiplies this fraction by f and returns the result as a reduced fraction
+divide(Rational f): Rational	Divides this fraction by f and returns the result as a reduced fraction
toString(): String	Returns the string "numerator/denominator". If the denominator is equal to 1, it should return only the numerator as a string, and if the numerator is 0, it should return "0"
-reduce(): void	Reduces the fraction by dividing the numerator and the denominator by their GCD (Greatest Common Divisor)
+gcd(int m, int n): int	Static recursive method that calculates the greatest common divisor of m and n using Euclid's algorithm.

3. Create the class **Complex** to represent complex numbers. The class implements the interface **Arithmetic** for the type **Complex**. The class is described in the UML below:

Complex	Description
-real: int	Value of the real part
-imaginary: int	Value of the imaginary part
+Complex()	Initializes real and imaginary to 0
+Complex(int r, int im)	Initializes real to r and imaginary to im
+add(Complex c): Complex	Adds c to this complex number and returns the result as a complex number
+subtract(Complex c): Complex	Subtracts c from this complex number and returns the result as a complex number
+multiply(Complex c): Complex	Multiplies this complex number by c and returns the result as a complex number

+divide(Complex c): Complex	Divides this complex number by c and returns the result as a complex number
toString(): String	Returns the string (" real + imaginary i "). If real is equal to 0, it should return (" imaginary i "). If imaginary is 0, it should return only (" real ") and if both are zero, it returns "0". If imaginary is 1, it should return (" real + i ").

4. Create a class **GenericMatrix<E extends Arithmetic>** to hold a two-dimensional array **matrix** of type **E** using **ArrayLists**. The class is described in the UML diagram below:

GenericMatrix<E>	Description
-matrix : ArrayList<ArrayList<E>>	Two-dimensional array list to hold the elements of the matrix
+GenericMatrix(ArrayList<E[][] input)	Creates the array list matrix and makes a deep copy of the array input to matrix
+GenericMatrix(ArrayList<ArrayList<E>> input)	Creates the array list matrix and makes a deep copy of the array list input to matrix
+get(int r, int c): E	Return the element at row r and column c in matrix
+set(int r, int c, E value): E	Sets the element at row r and column c to value
+rows(): int	Returns the number of rows in matrix
+columns(): int	Returns the number of columns in matrix
+add(GenericMatrix<E> gm): GenericMatrix<E>	Adds the matrices matrix and gm.matrix and returns the sum as a matrix
+subtract(GenericMatrix<E> gm): GenericMatrix<E>	Subtracts gm.matrix from matrix and returns the result a matrix

<code>+multiply(GenericMatrix<E> gm):</code> <code>GenericMatrix<E></code>	Multiplies matrix and gm.matrix and returns the result as a matrix
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5. The test program file, **Test.java**, is provided at the end of this document to test your classes. However, you need to define the method **printMatrixOperation()** to print the matrix operation in the following order:

first_matrix operation second_matrix = result_matrix

and as shown in the program output below.

Rational Matrices

Addition

$$\begin{bmatrix} 1/2 & 1/2 & 1/2 \\ 1/2 & 1/2 & 1/2 \\ 1/2 & 1/2 & 1/2 \end{bmatrix} + \begin{bmatrix} 1/2 & 1/2 & 1/2 \\ 1/2 & 1/2 & 1/2 \\ 1/2 & 1/2 & 1/2 \end{bmatrix} = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$

Subtraction

$$\begin{bmatrix} 1/2 & 1/2 & 1/2 \\ 1/2 & 1/2 & 1/2 \\ 1/2 & 1/2 & 1/2 \end{bmatrix} - \begin{bmatrix} 1/2 & 1/2 & 1/2 \\ 1/2 & 1/2 & 1/2 \\ 1/2 & 1/2 & 1/2 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

Multiplication

$$\begin{bmatrix} 1/2 & 1/2 & 1/2 \\ 1/2 & 1/2 & 1/2 \\ 1/2 & 1/2 & 1/2 \end{bmatrix} * \begin{bmatrix} 1/2 & 1/2 & 1/2 \\ 1/2 & 1/2 & 1/2 \\ 1/2 & 1/2 & 1/2 \end{bmatrix} = \begin{bmatrix} 3/4 & 3/4 & 3/4 \\ 3/4 & 3/4 & 3/4 \\ 3/4 & 3/4 & 3/4 \end{bmatrix}$$

Complex Matrices

Addition

$$\begin{bmatrix} 1+2i & 1+2i & 1+2i \\ 1+2i & 1+2i & 1+2i \\ 1+2i & 1+2i & 1+2i \end{bmatrix} + \begin{bmatrix} 1+2i & 1+2i & 1+2i \\ 1+2i & 1+2i & 1+2i \\ 1+2i & 1+2i & 1+2i \end{bmatrix} = \begin{bmatrix} 2+4i & 2+4i & 2+4i \\ 2+4i & 2+4i & 2+4i \\ 2+4i & 2+4i & 2+4i \end{bmatrix}$$

Subtraction

$$\begin{bmatrix} 1+2i & 1+2i & 1+2i \\ 1+2i & 1+2i & 1+2i \\ 1+2i & 1+2i & 1+2i \end{bmatrix} - \begin{bmatrix} 1+2i & 1+2i & 1+2i \\ 1+2i & 1+2i & 1+2i \\ 1+2i & 1+2i & 1+2i \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

Multiplication

$$\begin{bmatrix} 1+2i & 1+2i & 1+2i \\ 1+2i & 1+2i & 1+2i \\ 1+2i & 1+2i & 1+2i \end{bmatrix} * \begin{bmatrix} 1+2i & 1+2i & 1+2i \\ 1+2i & 1+2i & 1+2i \\ 1+2i & 1+2i & 1+2i \end{bmatrix} = \begin{bmatrix} -9+12i & -9+12i & -9+12i \\ -9+12i & -9+12i & -9+12i \\ -9+12i & -9+12i & -9+12i \end{bmatrix}$$

```
public class Test {
    public static void main(String[] args) {
        Rational[][] A = {
            {new Rational("1/2"), new Rational("1/2"), new Rational("1/2")},
            {new Rational("1/2"), new Rational("1/2"), new Rational("1/2")},
            {new Rational("1/2"), new Rational("1/2"), new Rational("1/2")}
        };

        // Creating rational matrices
        GenericMatrix<Rational> rationalMatrix1 = new GenericMatrix<>(A);
        GenericMatrix<Rational> rationalMatrix2 = new GenericMatrix<>(A);
        GenericMatrix<Rational> rationalMatrix3;

        // Operations on rational matrices
        System.out.println("Rational Matrices");
        rationalMatrix3 = rationalMatrix1.add(rationalMatrix2);
        System.out.println("Addition");
        printMatrixOperation(rationalMatrix1, rationalMatrix2,
                             '+', rationalMatrix3);

        rationalMatrix3 = rationalMatrix1.subtract(rationalMatrix2);
        System.out.println("Subtraction");
        printMatrixOperation(rationalMatrix1, rationalMatrix2,
                             '-', rationalMatrix3);

        rationalMatrix3 = rationalMatrix1.multiply(rationalMatrix2);
        System.out.println("Multiplication");
        printMatrixOperation(rationalMatrix1, rationalMatrix2,
                             '*', rationalMatrix3);

        Complex[][] AC = {
            {new Complex(1,2), new Complex(1,2), new Complex(1,2)},
            {new Complex(1,2), new Complex(1,2), new Complex(1,2)},
            {new Complex(1,2), new Complex(1,2), new Complex(1,2)}
        };

        // Creating complex matrices
        GenericMatrix<Complex> complexMatrix1 = new GenericMatrix<>(AC);
        GenericMatrix<Complex> complexMatrix2 = new GenericMatrix<>(AC);
        GenericMatrix<Complex> complexMatrix3;

        // Operations on complex matrices
        System.out.println("Complex Matrices");
        complexMatrix3 = complexMatrix1.add(complexMatrix2);
        System.out.println("Addition");
        printMatrixOperation(complexMatrix1, complexMatrix2,
                             '+', complexMatrix3);
    }
}
```

```
        complexMatrix3 = complexMatrix1.subtract(complexMatrix2);
        System.out.println("Subtraction");
        printMatrixOperation(complexMatrix1, complexMatrix2,
                               '-', complexMatrix3);

        complexMatrix3 = complexMatrix1.multiply(complexMatrix2);
        System.out.println("Multiplication");
        printMatrixOperation(complexMatrix1, complexMatrix2,
                               '*', complexMatrix3);
    }
    // Generic method to print matrix operation result
    public static <E extends Arithmetic<E>>
        void printMatrixOperation(GenericMatrix<E> m1,
                                   GenericMatrix<E> m2,
                                   char operation,
                                   GenericMatrix<E> result) {

        ----- Write the body of the method -----

    }
}
```

Submit the following Java files on courseSite:

Arithmetic.java
GenericMatrix.java,
Rational.java,
Complex.java, and
updated **Test.java**