
Generics

Angel Gruev
Dreamix Ltd.



Terms

- A class or interface whose declaration has one or more *type parameters* *is a generic class or interface*
 - List<E> (read “list of E”)
- Compile time check!
- Raw types
 - Compatibility



Raw types

- List vs. List<Object>

- Not the same!

```
List a;  
List<Object> b;  
  
List<String> c = new List<String>();  
  
a = c; //??  
b = c; //??
```

- Subtyping rules!



Do not use raw types

```
// Use of raw type for unknown element type - don't do this!
static int numElementsInCommon(Set s1, Set s2) {
    int result = 0;
    for (Object o1 : s1)
        if (s2.contains(o1))
            result++;
    return result;
}

// Unbounded wildcard type - typesafe and flexible
static int numElementsInCommon(Set<?> s1, Set<?> s2) {
    int result = 0;
    for (Object o1 : s1)
        if (s2.contains(o1))
            result++;
    return result;
}
```



Exceptions for raw types

- Generic type information is erased at runtime
- You must use raw types in class literals
 - `List.class`, `String[].class` – **OK**
 - `List<String>.class`, `List<?>.class` – **Not OK**
- `instanceof` operator
 - illegal to use the **instanceof** operator on parameterized types

```
// Legitimate use of raw type - instanceof operator
if (o instanceof Set) { // Raw type
    Set<?> m = (Set<?>) o; // Wildcard type
    ...
}
```



Eliminate unchecked warnings

- **Eliminate every unchecked warning that you can**
 - It means that you won't get a ClassCastException at runtime
- **If you can't eliminate a warning**
 - `@SuppressWarnings("unchecked")` annotation



Prefer lists to arrays

- arrays are *covariant*
 - $Sub \rightarrow Super \Leftrightarrow Sub[] \rightarrow Super[]$
- Generics, by contrast, are *invariant*
 - $Sub \rightarrow Super \Leftrightarrow List<Sub> \neq List<Super>$

// Fails at runtime!

```
Object[] objectArray = new Long[1];
objectArray[0] = "I don't fit in"; // Throws ArrayStoreException
```

// Won't compile!

```
List<Object> ol = new ArrayList<Long>(); // Incompatible types
ol.add("I don't fit in");
```



Convert to generics

DEMO



Generic static factory method

```
// Parameterized type instance creation with constructor
Map<String, List<String>> anagrams =
new HashMap<String, List<String>>();
```

```
// Generic static factory method
public static <K,V> HashMap<K,V> newHashMap() {
    return new HashMap<K,V>();
}
```

```
// Parameterized type instance creation with static factory
Map<String, List<String>> anagrams = newHashMap();
```



Recursive type bound

```
// Using a recursive type bound to express
// mutual comparability
public static <T extends Comparable<T>>
    T max(List<T> list) { ... }
```



Unbounded wildcards

```
public class Stack<E> {  
    public Stack();  
    public void push(E e);  
    public E pop();  
    public boolean isEmpty();  
}
```

```
// pushAll method without wildcard type - deficient!  
public void pushAll(Iterable<E> src) {  
    for (E e : src)  
        push(e);  
}
```

```
Stack<Number> numberStack = new Stack<Number>();  
Iterable<Integer> integers = ... ;  
numberStack.pushAll(integers);
```



Unbounded wildcards

```
public class Stack<E> {  
    public Stack();  
    public void push(E e);  
    public E pop();  
    public boolean isEmpty();  
}
```

```
// pushAll method without wildcard type - deficient!  
public void pushAll(Iterable<E> src) {
```

StackTest.java:7: pushAll(Iterable<Number>) in Stack<Number>
cannot be applied to (Iterable<Integer>)
numberStack.pushAll(integers);

```
Stack<Number> numberStack = new Stack<Number>();  
Iterable<Integer> integers = ... ;  
numberStack.pushAll(integers);
```



Unbounded wildcards

□ Solution

```
// Wildcard type for parameter that serves
// as an E producer
public void pushAll(Iterable<? extends E> src) {
    for (E e : src)
        push(e);
}
```



Unbounded wildcards

-
- Different example - popAll:

```
// popAll method without wildcard type - deficient!
public void popAll(Collection<E> dst) {
    while (!isEmpty())
        dst.add(pop());
}
```

```
Stack<Number> numberStack = new Stack<Number>();
Collection<Object> objects = ... ;
numberStack.popAll(objects);
```

- Again error similar to the previous one!!

Unbounded wildcards

- Solution

```
// Wildcard type for parameter that serves as an E consumer
public void popAll(Collection<? super E> dst) {
    while (!isEmpty())
        dst.add(pop());
}
```

- PECS stands for producer-extends, consumer-super.

Questions

- How to transform:

```
static <E> E reduce(List<E> list, Function<E> f, E initVal)
```

- How to transform:

```
public static <E> Set<E> union(Set<E> s1, Set<E> s2)
```



wildcards

If the user of a class has to think about wildcard types, there is probably something wrong with the class's API.



Wildcards

- A swap method declaration – which is better?

```
// Two possible declarations for the swap method
public static <E> void swap(List<E> list, int i, int j);
public static void swap(List<?> list, int i, int j);
```



Relax

- A question for relaxation

```
public class Elementary {  
    public static void main(String[] args) {  
        System.out.println(12345 + 54321);  
    }  
}
```

- What is the result?



Not relaxed enough?

```
class Base { public String className = "Base"; }

class Derived extends Base {
    private String className = "Derived";
}

public class PrivateMatter {
    public static void main(String[] args) {
        System.out.println(new Derived().className);
    }
}
```



Questions?



www.dreamix.eu