C# Generics

Generic Classes & Interfaces

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@OdeToCode

```
public class CircularBuffer<T>
{
    private T[] _buffer;

    // ...
}
```

CircularBuffer<int>

CircularBuffer<long>

CircularBuffer<object>

Other Generic Interfaces

Name	Purpose	Implemented By
IList<T>	Access by index	List<T>, SortedList<T>
ICollection<T>	Add, remove, and search	List<T> Dictionary<K, V> HashSet<T>
IDictionary<K, V>	Access by key	Dictionary<K,V>
IReadOnlyCollection<T>	Countable collection	List<T> Dictionary<K,V>
ISet<T>	Set based operations	HashSet<T>
IComparer<T>, IEqualityComparer<T>	Compare objects	

Summary

```csharp
public interface IBuffer<T> : IEnumerable<T>
{
    bool IsEmpty { get; }
    void Write(T value);
    T Read();
}
```