1. **Usage of Java Generics**
2. Implement Generic Interface to get the minimum and maximum number in the given array.

**Input:**

3, 6, 2, 8, 6

**Output:**

Minimum value: 2

Maximum value: 8

1. Write a generic method to count the number of elements in a collection that have a specific property (for example, odd integers, prime numbers, palindromes)

**Input:**

1, 2, 3, 4, 11, 17

**Output:**

Number of odd integers = 4

1. Write a generic Java program to find the first integer in a list that is relatively prime to a list of specified integers

**Input:**

3, 4, 6, 8, 11, 15, 28, 32

**Output**:

11 is relatively prime to 7 18 19 25

1. Write a Java generic program to fine palindrome of a number

**Input:**

32468

**Output:**

86423

**Reference links:**

**2.Generics**

1. https://www.geeksforgeeks.org/finding-minimum-and-maximum-element-of-a-collection-in-java/

2. <http://www-inf.it-sudparis.eu/cours/java/javatutorial/java/generics/QandE/generics-answers.html>

3. <http://www-inf.it-sudparis.eu/cours/java/javatutorial/java/generics/QandE/generics-answers.html>

4. <https://github.com/sayannath/Collection-and-Generics/blob/master/src/CodeChef/Palindrome.java>