

# CSC 212 Tutorial #1

## Generics

### Problem 1

Complete the method *search* below that takes as input a generic array *data* of size *n* and searches for the element *e*. If *e* is found, the index of its first occurrence is returned, otherwise -1 is returned.

```
public class Utils {  
    public static <T> int search(T[] data, int n, T e) {  
        ...  
    }  
}
```

### Problem 2

The following is the specification of a data structure called *GenericArray*:

- **Domain:**
  - Structure: linear.
  - Data type: generic.
- **Operations:** All operations will be done on a *GenericArray arr* of size *n*.
  - Procedure `get(int i, T e)`. **Requires:**  $0 \leq i < n$ . **Results:** *e* is set to the element of *arr* at position *i*.
  - Procedure `set(int i, T e)`. **Requires:**  $0 \leq i < n$ . **Results:** the element of *arr* at position *i* is set to *e*.

1. Complete the implementation of *GenericArray* below:

```
public class GenericArray<T> {  
    ...  
  
    public GenericArray(int n) {  
        ...  
    }  
}
```

```

    public T get(int i) {
        ...
    }

    public void set(int i, T val) {
        ...
    }
}

```

2. Consider the class *Box*:

```

public class Box<T> {
    private T data;

    public Box(T data) {
        this.data = data;
    }

    public T get() {
        return data;
    }

    public void update(T data) {
        this.data = data;
    }
}

```

and a method that uses this class by creating an array of *Box<String>*:

```

public class ArrayOfBox {
    public static void main(String[] args) {
        Box<String>[] b = new Box<String>[3];
        b[0] = new Box<String>("A");
        b[0].update("B");
    }
}

```

What happens when you compile this code. Use the class *GenericArray* to solve this problem.