Day 19: Manisha Assignment

Task 1: Generics and Type Safety

Create a generic Pair class that holds two objects of different types, and write a method to return a reversed version of the pair.

Explanation:

1. Pair Class:

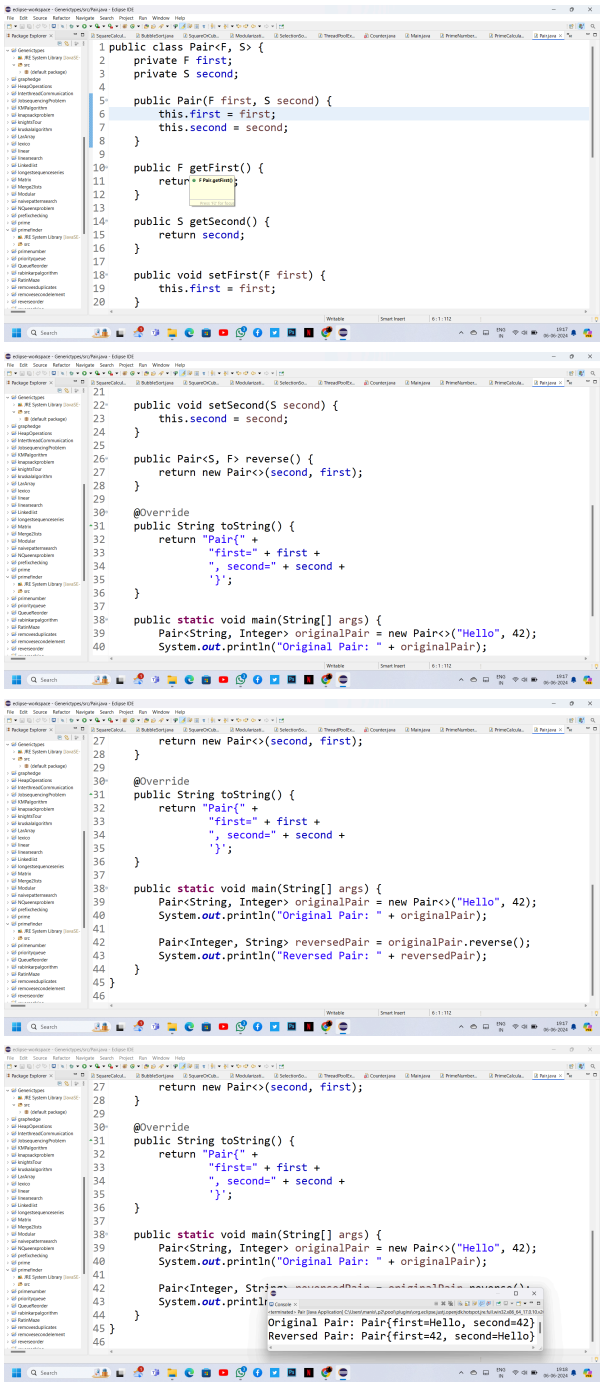
- `F` and `S` are generic type parameters representing the types of the first and second objects, respectively.
- Constructor initializes the first and second objects.
- Getter and setter methods for `first` and `second`.
- `reverse()` method returns a new `Pair` with the types of `first` and `second` swapped.
- `toString()` method provides a string representation of the pair.

2. Main Method:

- Creates an instance of `Pair` with a `String` and an `Integer`.
- Prints the original pair.
- Calls the `reverse()` method to get the reversed pair.
- Prints the reversed pair.

Output:

```
Original Pair: Pair{first=Hello, second=42}
Reversed Pair: Pair{first=42, second=Hello}
```



Task 2: Generic Classes and Methods

Implement a generic method that swaps the positions of two elements in an array, regardless of their type, and demonstrate its usage with different object types.

Explanation:

1. Generic Method to Swap Elements:

- `swap(T[] array, int index1, int index2)`:

- This is a generic method where `T` represents the type of the array elements.

- It swaps the elements at `index1` and `index2` in the array.

2. Main Method:

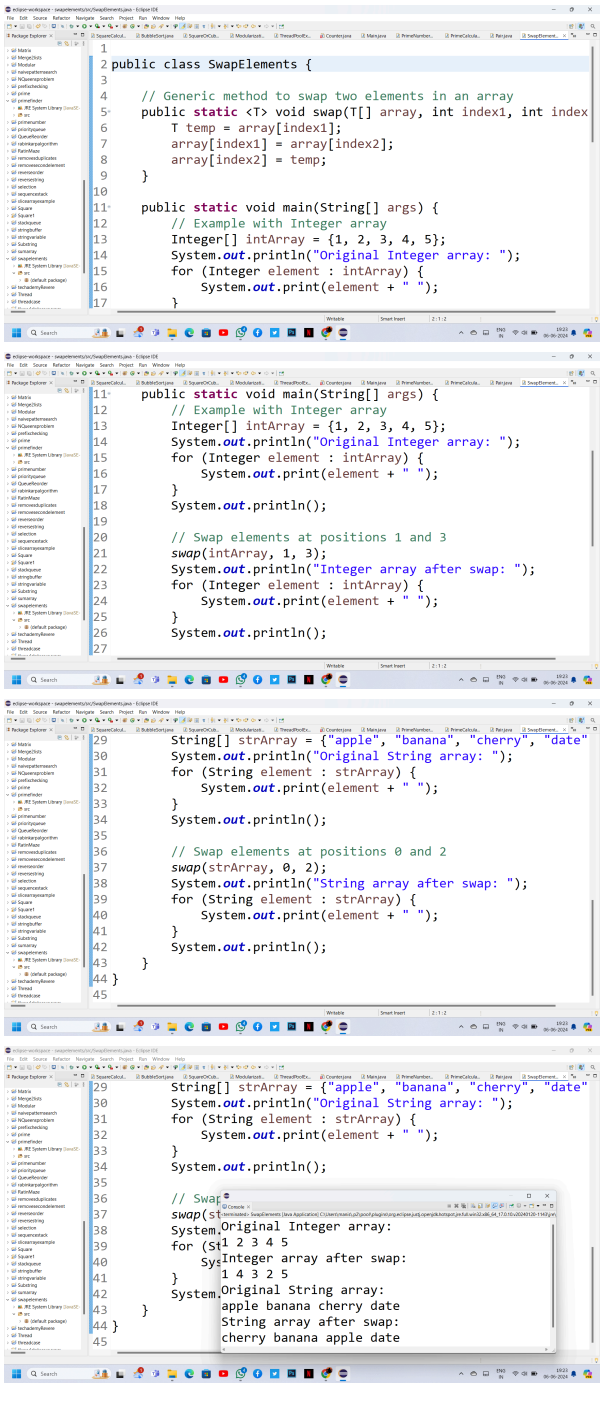
- Demonstrates the usage of the `swap` method with an `Integer` array and a `String` array.

- Prints the original arrays.

- Swaps elements and prints the modified arrays.

Output:

Original Integer array:
1 2 3 4 5
Integer array after swap:
1 4 3 2 5
Original String array:
apple banana cherry date
String array after swap:
cherry banana apple date



```
public class SwapElements {

    // Generic method to swap two elements in an array
    public static <T> void swap(T[] array, int index1, int index
        T temp = array[index1];
        array[index1] = array[index2];
        array[index2] = temp;
    }

    public static void main(String[] args) {
        // Example with Integer array
        Integer[] intArray = {1, 2, 3, 4, 5};
        System.out.println("Original Integer array: ");
        for (Integer element : intArray) {
            System.out.print(element + " ");
        }
        System.out.println();

        // Swap elements at positions 1 and 3
        swap(intArray, 1, 3);
        System.out.println("Integer array after swap: ");
        for (Integer element : intArray) {
            System.out.print(element + " ");
        }
        System.out.println();

        String[] strArray = {"apple", "banana", "cherry", "date"
        System.out.println("Original String array: ");
        for (String element : strArray) {
            System.out.print(element + " ");
        }
        System.out.println();

        // Swap elements at positions 0 and 2
        swap(strArray, 0, 2);
        System.out.println("String array after swap: ");
        for (String element : strArray) {
            System.out.print(element + " ");
        }
        System.out.println();
    }
}
```

```
Original Integer array:
1 2 3 4 5
Integer array after swap:
1 4 3 2 5
Original String array:
apple banana cherry date
String array after swap:
cherry banana apple date
```

Task 3: Reflection API

Use reflection to inspect a class's methods, fields, and constructors, and modify the access level of a private field, setting its value during runtime

Explanation:

1. SampleClass:

- A simple class with a private field `privateField`, a default constructor, and a method `sampleMethod`.

2. Main Method:

-Get the Class object: `Class<SampleClass> sampleClassObj = SampleClass.class;`

- Inspect Methods: Uses `getDeclaredMethods()` to list all methods.

- Inspect Fields: Uses `getDeclaredFields()` to list all fields.

- Inspect Constructors: Uses `getConstructors()` to list all constructors.

- Create Instance: Uses `newInstance()` to create an instance of `SampleClass`.

- Access and Modify Private Field:

- Uses `getDeclaredField("privateField")` to get the `privateField`.

- Sets the field accessible with `setAccessible(true)`.

- Prints the original value and modifies it using `set()` method.

- Invoke Method: Uses `getMethod("sampleMethod")` to get the `sampleMethod` and `invoke()` to call it.

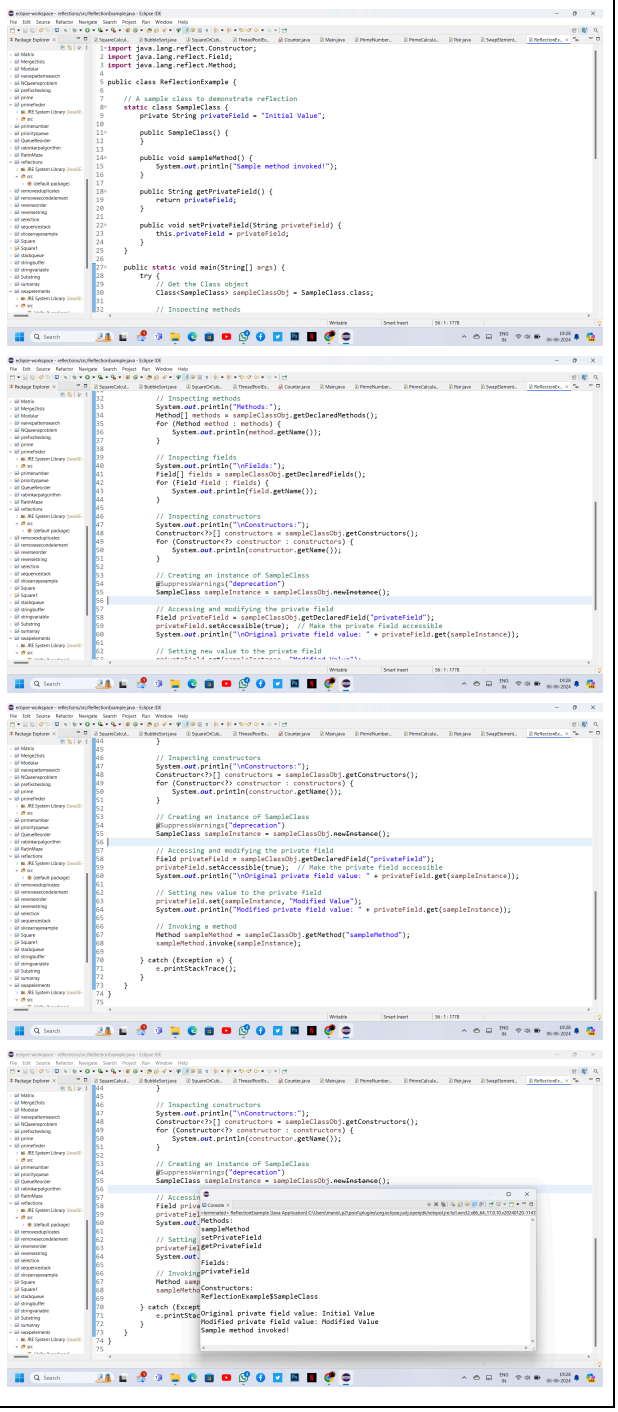
Output:

Methods:
sampleMethod

Fields:
privateField

Constructors:
ReflectionExample$SampleClass

Original private field value: Initial Value
Modified private field value: Modified Value
Sample method invoked!



Task 4: Lambda Expressions

Implement a Comparator for a Person class using a lambda expression, and sort a list of Person objects by their age..

Explanation:

1. Person Class:

- The `Person` class has two fields: `name` and `age`.

- It includes a constructor to initialize these fields.

- The `toString()` method is overridden to provide a readable string representation of a `Person` object.

2. PersonComparatorExample Class:

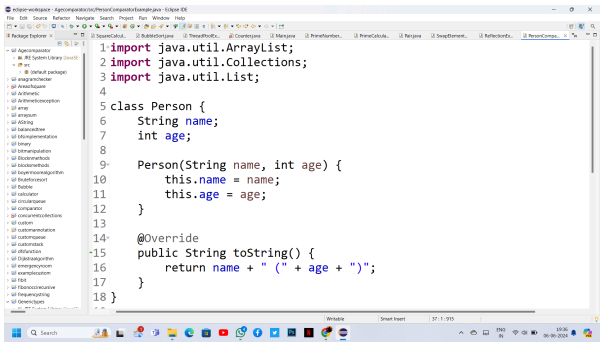
- In the `main` method, a list of `Person` objects is created and populated.

- The list is sorted using `Collections.sort()` with a lambda expression that implements the `Comparator` interface, comparing `Person` objects by their `age`.

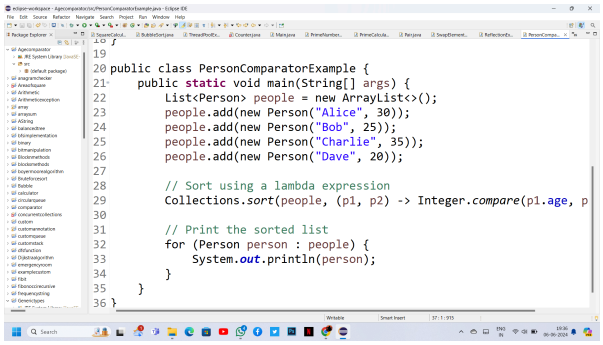
- The sorted list is printed to the console.

Output

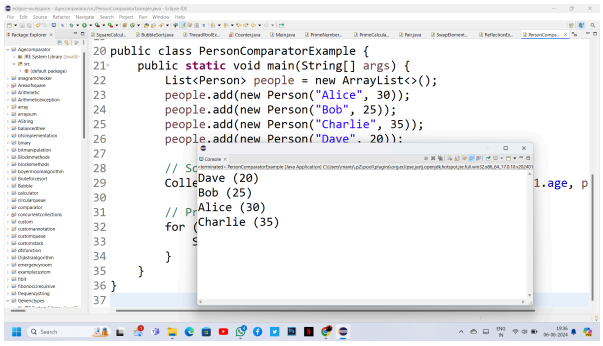
Dave (20)
Bob (25)
Alice (30)
Charlie (35)



```
import java.util.ArrayList;
import java.util.Collections;
import java.util.List;

class Person {
    String name;
    int age;

    Person(String name, int age) {
        this.name = name;
        this.age = age;
    }

    @Override
    public String toString() {
        return name + " (" + age + ")";
    }
}
```



```
public class PersonComparatorExample {
    public static void main(String[] args) {
        List<Person> people = new ArrayList<>();
        people.add(new Person("Alice", 30));
        people.add(new Person("Bob", 25));
        people.add(new Person("Charlie", 35));
        people.add(new Person("Dave", 20));

        // Sort using a lambda expression
        Collections.sort(people, (p1, p2) -> Integer.compare(p1.age, p

        // Print the sorted list
        for (Person person : people) {
            System.out.println(person);
        }
    }
}
```



```
public class PersonComparatorExample {
    public static void main(String[] args) {
        List<Person> people = new ArrayList<>();
        people.add(new Person("Alice", 30));
        people.add(new Person("Bob", 25));
        people.add(new Person("Charlie", 35));
        people.add(new Person("Dave", 20));

        Collections.sort(people, (p1, p2) -> Integer.compare(p1.age, p

        for (Person person : people) {
            System.out.println(person);
        }
    }
}
```

```
Dave (20)
Bob (25)
Alice (30)
Charlie (35)
```

Task 5: Functional Interfaces

Create a method that accepts functions as parameters using Predicate, Function, Consumer, and Supplier interfaces to operate on a Person object.

Explanation:

1. Person Class:

- The `Person` class has two fields: `name` and `age`.

- It includes a constructor to initialize these fields.

- The `toString()` method is overridden to provide a readable string representation of a `Person` object.

2. FunctionalInterfacesExample Class:

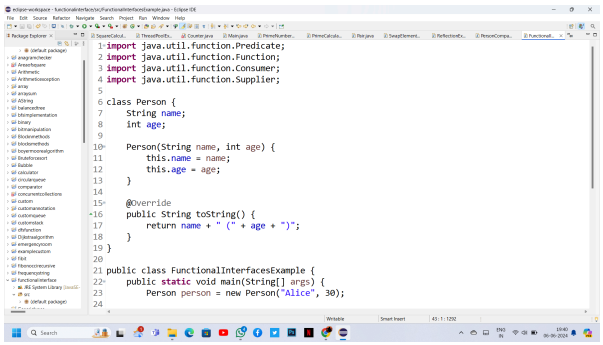
- The `main` method demonstrates the use of different functional interfaces (`Predicate`, `Function`, `Consumer`, and `Supplier`) to operate on a `Person` object.

- Predicate: A functional interface that takes one argument and returns a boolean. The `isAdult` predicate checks if a person's age is greater than 25.

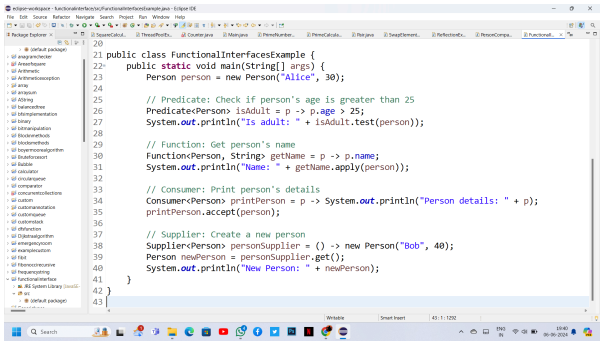
- Function: A functional interface that takes one argument and returns a result. The `getName` function retrieves the name of the person.

- Consumer: A functional interface that takes one argument and performs an action. The `printPerson` consumer prints the person's details.

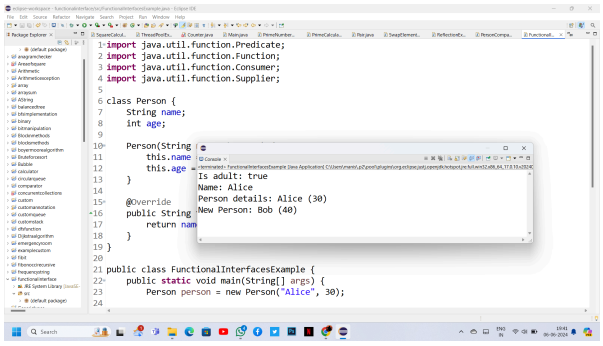
- Supplier: A functional interface that takes no arguments and returns a result. The `personSupplier` creates a new `Person` object.



```
import java.util.function.Predicate;
import java.util.function.Function;
import java.util.function.Consumer;
import java.util.function.Supplier;

class Person {
    String name;
    int age;

    Person(String name, int age) {
        this.name = name;
        this.age = age;
    }

    @Override
    public String toString() {
        return name + " (" + age + ")";
    }
}

public class FunctionalInterfacesExample {
    public static void main(String[] args) {
        Person person = new Person("Alice", 30);
```



```
public class FunctionalInterfacesExample {
    public static void main(String[] args) {
        Person person = new Person("Alice", 30);

        // Predicate: Check if person's age is greater than 25
        Predicate<Person> isAdult = p -> p.age > 25;
        System.out.println("Is adult: " + isAdult.test(person));

        // Function: Get person's name
        Function<Person, String> getName = p -> p.name;
        System.out.println("Name: " + getName.apply(person));

        // Consumer: Print person's details
        Consumer<Person> printPerson = p -> System.out.println("Person details: " + p);
        printPerson.accept(person);

        // Supplier: Create a new person
        Supplier<Person> personSupplier = () -> new Person("Bob", 40);
        Person newPerson = personSupplier.get();
        System.out.println("New Person: " + newPerson);
    }
}
```



```
import java.util.function.Predicate;
import java.util.function.Function;
import java.util.function.Consumer;
import java.util.function.Supplier;

class Person {
    String name;
    int age;

    Person(String
        this.name
        this.age
    }

    @Override
    public String
        return nam
    }
}

public class FunctionalInterfacesExample {
    public static void main(String[] args) {
        Person person = new Person("Alice", 30);
```

```
Is adult: true
Name: Alice
Person details: Alice (30)
New Person: Bob (40)
```

Output:

Is adult: true

Name: Alice

Person details: Alice (30)

New Person: Bob (40)