



Java Advanced

# Generics / ArrayList

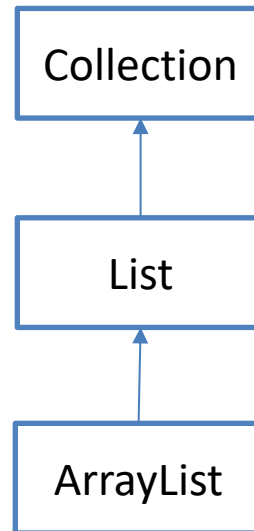
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# ArrayList

- Implementatie van List uit de Collections package
- Gebaseerd op array die zich dynamisch aanpast



# ArrayList – generic class

## Class ArrayList<E>

```
// Declare ArrayList
List<String> list = new ArrayList<>();
list.add("First");
list.add("Second");

// get element from ArrayList
list.get(0); // First
list.get(1); // Second

// loop over ArrayList
for(String item : list) {
    System.out.println(item);
}
```



# ArrayList – Array

## Class ArrayList<E>

```
// Declare array of String
String[] array = { "First", "Second"};

// Convert to List of Strings
List<String> list = Arrays.asList(array);

// Convert back to array
String[] array2 = list.toArray(new String[list.size()]);
```



# ArrayList - autoboxing

```
// ArrayList autoboxing  
  
List<Integer> list = new ArrayList<>();  
list.add(1); // Integer.valueOf(1);  
list.add(2); // Integer.valueOf(2);
```



# Generics / Inleiding

```
public class Holder {  
    private Integer content;  
  
    public Integer getContent() {  
        return content;  
    }  
}
```



# Generics / Inleiding

```
public class Holder {  
    private String content;  
  
    public String getContent() {  
        return content;  
    }  
}
```



# Generics / Inleiding

```
public class Holder {  
    private Person content;  
  
    public Person getContent() {  
        return content;  
    }  
}
```





# Generics / Inleiding

```
public class Holder {  
    private Object content;  
  
    public Object getContent() {  
        return content;  
    }  
}
```



# Generics / Inleiding

```
Holder holder1 = new Holder(1);  
Holder holder2 = new Holder("Test");  
Holder holder3 = new Holder(new Person("Jos"));  
...  
Integer content1 = (Integer) holder1.getContent();  
String content2 = (String) holder2.getContent();  
Persoon content3 = (Persoon) holder3.getContent();
```



# Generics / Werking

```
Holder<Integer> holder1 = new Holder<>(1);  
Holder<String> holder2 = new Holder<>("Test");  
Holder<Person> holder3 = new Holder<>(new Person("Jos"));  
...  
Integer content1 = holder1.getContent();  
String content2 = holder2.getContent();  
Persoon content3 = holder3.getContent();
```



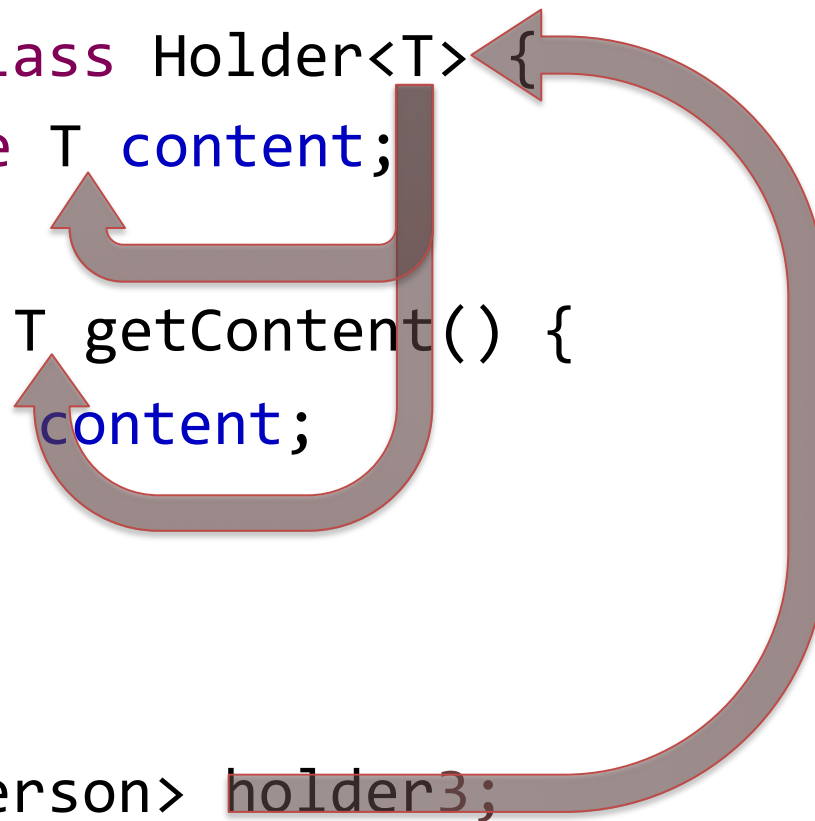
# Generics / Werking

```
public class Holder<T> {  
    private T content;  
  
    public T getContent() {  
        return content;  
    }  
}
```



# Generics / Werking

```
public class Holder<T> {  
    private T content;  
  
    public T getContent() {  
        return content;  
    }  
}  
  
Holder<Person> holder3;
```



The diagram illustrates the generic type resolution for the provided code. It features three curved arrows: 1) A large arrow starting from the `holder3` variable in the declaration `Holder<Person> holder3;` and pointing to the `T` type parameter in the class definition `Holder<T>`. 2) A smaller arrow starting from the `content` field in `private T content;` and pointing to the `T` type parameter in the class definition. 3) Another smaller arrow starting from the `content` field in `return content;` and pointing to the `T` type parameter in the class definition. These arrows demonstrate how the specific type `Person` is substituted for the generic type `T` throughout the class and its usage.

# Generics / Gebruik

```
public class Holder<T> {  
    private T content;  
  
    public T getContent() {  
        T result = content;  
        return result;  
    }  
    public Holder(T content) {  
        this.content = content;  
    }  
}
```



# Generics / Gebruik

```
public class Holder<T> {  
    private T content;  
  
    public List<T> getAsList() {  
        List<T> list = new ArrayList<>(1);  
        list.add(content);  
        return list;  
    }  
}
```



# Generics / Gebruik

```
public class TextHolder extends Holder<String> {  
    public TextHolder(String text) {  
        super(text);  
    }  
}
```





# Generics / Gebruik

- Andere:
  - `T[]` reeks
  - `T` mijnItem
  - `for (T item : list) { ... }`
  - `(T) obj`
  - `extends SuperKlasse<T>`
  - ...



# Generics / Conventies

- Naamgeving:
  - T – Type
  - U,V, ... – 2<sup>de</sup>, 3<sup>de</sup>, 4<sup>de</sup> type
  - E – Element
  - K – Key
  - N – Number
  - V – Value
  - R – Result



# Generics / Werking

- Meerdere type parameters:
  - `public class Vuilbak<T, U, V> { ... }`
  - `Vuilbak<Plastiek, Metaal, Drankkarton> pmd;`

Geneste generics:

- `List<Holder<String>>`
- `Holder<List<String>>`



# Generics / Soorten

## Type parameter

- Generische klasse
- Generische methode
- Generische interface
- Generische constructor



# Generics / Methode

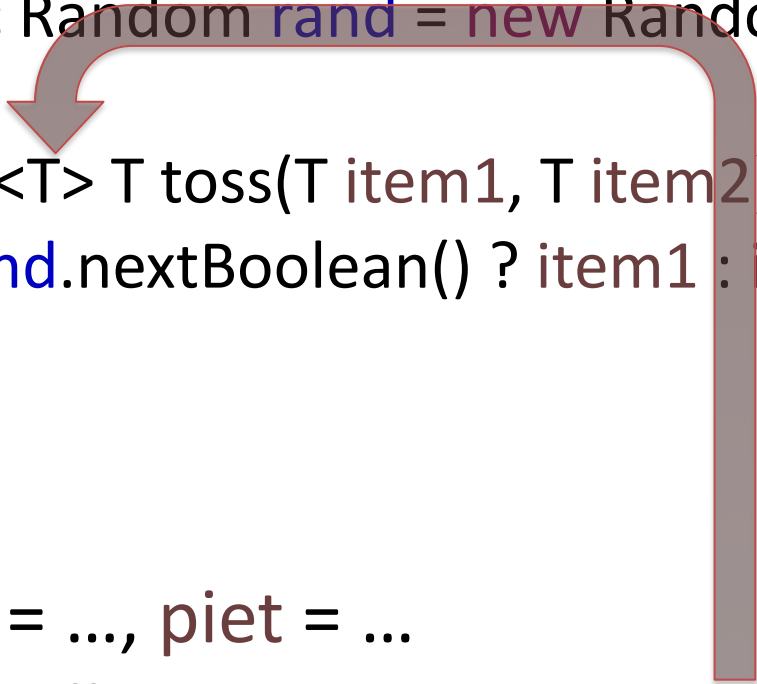
```
public class CoinTosser {  
    private static Random rand = new Random();  
  
    public static <T> T toss(T item1, T item2) {  
        return rand.nextBoolean() ? item1 : item2;  
    }  
}
```

- Student jan = ..., piet = ...
- Student vrijwilliger = CoinTosser.toss(jan, piet);



# Generics / Methode

```
public class CoinTosser {  
    private static Random rand = new Random();  
  
    public static <T> T toss(T item1, T item2) {  
        return rand.nextBoolean() ? item1 : item2;  
    }  
}
```



A thick, light-brown arrow originates from the variable 'rand' in the line 'private static Random rand = new Random();'. It curves downwards and to the right, then turns left to point at the 'rand' variable in the line 'return rand.nextBoolean() ? item1 : item2;' within the 'toss' method.

- Student jan = ..., piet = ...
  - Student vrijwilliger = CoinTosser.toss(jan, piet);
- 
- A thick, light-brown arrow originates from the 'jan' and 'piet' variables in the line 'Student vrijwilliger = CoinTosser.toss(jan, piet);'. It curves upwards and to the right, then turns left to point at the 'item1' and 'item2' parameters in the 'toss' method signature 'public static <T> T toss(T item1, T item2)'.

# Generics / Interface

```
package java.lang;  
  
public interface Comparable<T> {  
    int compareTo(T o);  
}
```



# Generics / Interface

```
package java.lang;
```

```
public interface Comparable<T> {  
    int compareTo(T o);  
}
```

```
public final class Integer extends Number  
    implements Comparable<Integer> {  
    public int compareTo(Integer anotherInteger) {  
        ...  
    }  
}
```





# Generics / Interface

```
package java.lang;

public final class Double extends Number
    implements Comparable<Double> {
    public int compareTo(Double anotherDouble) {
        ...
    }
}
```



# Generics / Methode

```
static Integer grootste(Integer a, Integer b) {  
    return a > b ? a : b;  
}
```

```
static Double grootste(Double a, Double b) {  
    return a > b ? a : b;  
}
```

```
static Card grootste(Card a, Card b) {  
    return a.compareTo(b) > 0 ? a : b;  
}
```



# Generics / Methode

```
static Integer grootste(Integer a, Integer b) {  
    return a.compareTo(b) > 0 ? a : b;  
}
```

```
static Double grootste(Double a, Double b) {  
    return a.compareTo(b) > 0 ? a : b;  
}
```

```
static Card grootste(Card a, Card b) {  
    return a.compareTo(b) > 0 ? a : b;  
}
```



# Generics / Methode inperken van type

```
static <T> T grootste(T a, T b) {  
    return a.compareTo(b) > 0 ? a : b;  
}
```

```
static <T extends Comparable<T>> T grootste(T a, T b) {  
    return a.compareTo(b) > 0 ? a : b;  
}
```



# Generics / Syntax

- `<T>`
- `<T extends Object>`
- `<T extends Number>`
  
- `<T extends Comparable<T>>`
- `<T extends Object & Comparable<T>>`
- `<T extends Number & Comparable<T>>`



# Generics / Syntax

- `<T>`
- `<T extends Class>`
- `<T extends Interface>`
- `<T extends Interface1 & Interface2>`
- `<T extends Class & Interface>`
- `<T extends Class & Interface1 & Interface2 & ...>`



# Generics / Wildcards

```
public static void main(String[] args) {  
    List<String> strings = new ArrayList<>();  
    strings.add("een");  
    strings.add("twee");  
    printFirst(strings);  
  
    List<Integer> integers = new ArrayList<>();  
    integers.add(1);  
    integers.add(2);  
    printFirst(integers);  
  
    List<Object> objecten = new ArrayList<>();  
    objecten.add(new Person("Jos"));  
    objecten.add(new Person("Eddy"));  
    printFirst(objecten);  
}  
  
private static void printFirst(List<Object> list) {  
    System.out.println(list.get(0));  
}
```



# Generics / Wildcards

```
public static void main(String[] args) {
    List<String> strings = new ArrayList<>();
    strings.add("een");
    strings.add("twee");
    printFirst(strings);

    List<Integer> integers = new ArrayList<>();
    integers.add(1);
    integers.add(2);
    printFirst(integers);

    List<Object> objecten = new ArrayList<>();
    objecten.add(new Person("Jos"));
    objecten.add(new Person("Eddy"));
    printFirst(objecten);
}

private static void printFirst(List<?> list) {
    System.out.println(list.get(0));
}
```





# Achter de schermen

- Generics don't exist at runtime!
- Er bestaat slechts 1 klasse-bestand van een generieke klasse.
- Alle informatie mbt het datatype is weggehaald in de gecompileerde klasse: type erasure
- Generieke type van de klasse is dus niet toegelaten in static variabelen
- Instanceof kan niet gebruikt worden om te controleren of een object van een gegeven generieke klasse is



# Generics / Erasure

Compile time	Run time
List<T>	List<Object>
Holder<? <b>extends</b> Number>	Houder<Object>
Number g = getallen.get(0)	Number g = (Number) getallen.get(0)
<...>	<Object>
<u>instanceof</u> List<Student>	<b>instanceof</b> List<Object>
<u>new</u> T()	<b>new</b> Object()



# Achter de schermen

```
public class GenericBox<T> {  
    private static T something;  
    private T item;  
    private T[] items;  
  
    public GenericBox() {  
        item = new T();  
        items = new T[10];  
    }  
}
```

