Java Programming



Organizational Stuff

```
18.03.: Structures 19.03.: Methods
```

20.03.: Recursion

21.03.: Arrays

22.03.: Strings

25.03.: OOP1

26.03.: OOP2

27.03.: Generics

28.03.: Exceptions & Testing

29.03.: GUI

Java is very strict about data types.
But what if we don't know the data type or want to keep it flexible?

```
public class Example<T>{
    private T data;
    public Example(T data) {
        this.data=data
    }
    public T getData() {
        return data;
    }
}
```

```
public class Example<T>{
   private T data;
   public Example(T data) {
      this.data=data
   }
   public T getData() {
      return data;
   }
}
```

```
public class Example<T>{
    private T data;
    public Example(T data) {
        this.data=data
    }
    public T getData() {
        return data;
    }
}
```

```
Example<String> ex = new Example<>("Hello");
System.out.println(ex.getData());
```

```
public class Example<T>{
   private T data;
   public Example(T data) {
      this.data=data
   }
   public T getData() {
      return data;
   }
}
```

```
Example<String> ex = new Example<>("Hello");
System.out.println(ex.getData());
```

Real World Scenarios?

- ArrayLists
- HashMaps
- Collections
- ...

Today's Assignment:

https://classroom.github.com/a/K6ER4dEj

