

Java Enterprise Application Development

Lecture 7 *Generics*

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Review

- Generic programming in C++
 - Function template
 - Class template
 - Standard Template Library (STL)
 - Containers: vector, list, map, set, ...
 - Algorithms: sort, find, binary_search, ...
 - Iterators: begin(), end()
 - Function objects

Introduction to Generics

- Example without generics

```
1 class ArrayList {  
2     private Object[] elementData;  
3     public Object get(int i) {...}  
4     public Object add(Object o) {...}  
5 }
```

- Supporting any type of object, but always leading to bugs
- **Type casting** is **necessary**

```
1 ArrayList myList = new ArrayList();  
2 String str = (String) myList.get(0);  
3 //...  
4 myList.add(Integer.valueOf(233));
```

Introduction to Generics (cont.)

- **Generics**: enabling **types** (classes, interfaces) to be **parameters**
 - Stronger type checks at compile time
 - Elimination of casting
 - Enabling the implementation of generic algorithms



```
1 List<String> strList = new ArrayList<>();
2 strList.add("Hello");
3 // no cast
4 System.out.println(strList.get(0));
5 // compile-time error
6 // strList.add(Integer.valueOf(233));
```

Generic Types

- A generic class or interface that is parameterized over types
- Defined with the following format

class ClassName<T1, T2, ..., Tn> {...}

- A type variable can be any **non-primitive** type
- Invoking and instantiating easily

ClassName<Type> instance = new ClassName<Type>();

- Diamond: compiler **infers** type arguments from context

List<String> myList = new ArrayList<>();

Generic Types (cont.)

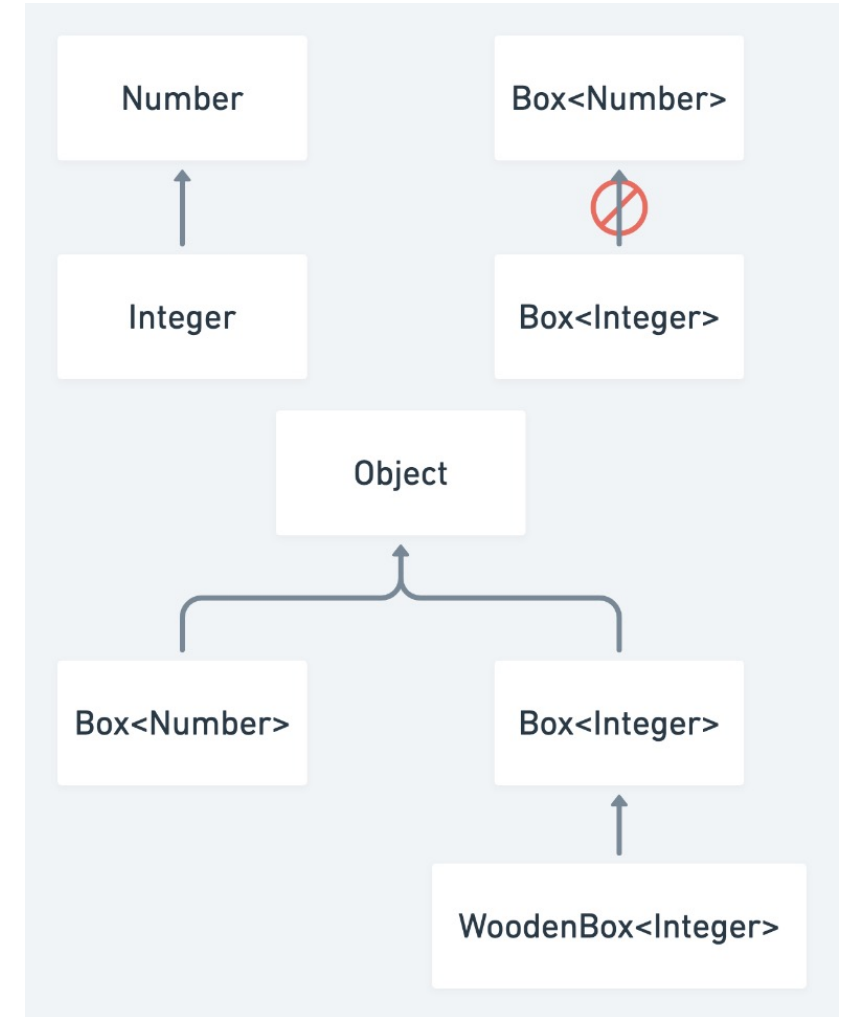
- Type parameter naming **conventions**
 - T -> Type
 - S, U, V etc. -> 2nd, 3rd, 4th types
 - E -> Element
 - N -> Number
 - K -> Key
 - V -> Value

Generic Methods

- Methods that introduce their **own** type parameters
- Both static and non-static methods are allowed
- Syntax: a list of type parameters, **inside angle brackets**, appearing before the return type
- For static generic methods, the type parameter section must appear before the method's return type

Generics and Inheritance

- Arrays are **covariant**
 - `T[]` may contain elements of `T` or any subtype of `T`
 - `S[]` is a subtype of `T[]` if `S` is a subtype of `T`
- Java generics are **invariant**
 - `MyClass<S>` has no relationship to `MyClass<T>`
 - Subtype a generic class or interface by extending or implementing it



Bounded Type Parameters and Wildcards

- Bounded type parameters
 - **Restrict** the types that can be used as type arguments
 - List the type parameter's name, followed by *extends*
 - Multiple bounds are supported, **using "&"**
- Wildcard: "?" representing an unknown type
 - Used as the type of a parameter, field, local variable or return type
 - *List<?>, Box<?>, Map<?, ?>...*
 - **Upper bounded, lower bounded, and unbounded**

Bounded Type Parameters and Wildcards (cont.)

- **Unbounded** wildcards
 - Examples: *List<?>*, *Box<?>*
 - Scenarios
 - Using functionality provided in the *Object* class
 - Using methods in the generic class that do not depend on the type parameter
- **Upper bounded** wildcards
 - Restriction on the variable: **? *extends***
 - Restricting the unknown type to be a specific type or a subtype of that type:
List<? extends Number>, *Box<? extends Integer>...*
- **Lower bounded** wildcards
 - Restriction on the variable: **? *super***
 - Restricting the unknown type to be a specific type or a super type of that type:
List<? super Integer>...

Type Erasure

- The compiler erases all type parameters, ensuring that no new classes are created for parameterized types
 - Replace all type parameters in generic types with their bounds, or *Object* if the type parameters are unbounded
 - Insert type casts if necessary to preserve type safety
- Incurring no runtime overhead
 - Only raw types during runtime

Best Practice

- Do not use raw types
 - Except for class literals: *List.class*, *String[].class* (*List<String>.class* is illegal in java)
- Prefer lists to arrays
- Use bounded wildcards to increase API flexibility
 - `public void pushAll(Iterable<E> src)` (✗)
 - `public void pushAll(Iterable<? extends E> src)` (✓)

Further Reading

- Chapter 8 Generic Programming in *Core Java (10th Edition)*
- Item 26-33 in *Effective Java (3rd Edition)*
- Lesson: Generics
<https://docs.oracle.com/javase/tutorial/java/generics/index.html>