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Chapter 19 Check Point Questions

Section 19.2

▼ 19.2.1

Are there any compile errors in (a) and (b)?

(a) Prior to JDK 1.5

```
ArrayList dates = new ArrayList();  
dates.add(new Date());  
dates.add(new String());
```

(b) Since JDK 1.5

```
ArrayList<Date> dates = new ArrayList<>();  
dates.add(new Date());  
dates.add(new String());
```

(a) will compile fine, but (b) has a compilation error on Line 3, because dates is declared as a list of Date objects. You cannot assign a string to the list.

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▼ 19.2.2

What is wrong in (a)? Is the code in (b) correct?

(a) Prior to JDK 1.5

```
ArrayList dates = new ArrayList();  
dates.add(new Date());  
Date date = dates.get(0);
```

(b) Since JDK 1.5

```
ArrayList<Date> dates = new ArrayList<>();  
dates.add(new Date());  
Date date = dates.get(0);
```

Casting is needed in (a), but no casting is necessary in (b) with the generic type ArrayList<Date> .

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▼ 19.2.3

What are the benefits of using generic types?

One important benefit is improving reliability and robustness. Potential errors can be detected by the compiler.

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Section 19.3

▼ 19.3.1

What is the generic definition for `java.lang.Comparable` in the Java API?

```
package java.lang;

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

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▼ 19.3.2

Since you create an instance of `ArrayList` of strings using `new ArrayList<String>()`, should the constructor in the `ArrayList` class be defined as

```
public ArrayList<E>()
```

No.

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▼ 19.3.3

Can a generic class have multiple generic parameters?

Yes.

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▼ 19.3.4

How do you declare a generic type in a class?

To declare a generic type for a class, place the generic type after the class name, such as `GenericStack<E>`. To declare a generic type for a method, place the generic type for the method return type, such as `<E> void max(E o1, E o2)`.

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Section 19.4

▼ 19.4.1

How do you declare a generic method? How do you invoke a generic method?

To declare a generic method, you place the generic type `<E>` immediately after the keyword `static` in the method. A generic method can be invoked just like a regular method. The compiler automatically discovers the actual type.

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▼ 19.4.2

What is a bounded generic type?

Bounded generic type such as `<E extends AClass>` specifies that a generic type must be a subclass of `AClass`.

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Section 19.5

▼ 19.5.1

Given `int[] list = {1, 2, -1}`, can you invoke `sort(list)` using the `sort` method in Listing 19.4?

No, because `list` is of type `int[]`, but the `sort` method requires `E[]`, where `E` is an object type.

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▼ 19.5.2

Given `int[] list = {new Integer(1), new Integer(2), new Integer(-1)}`, can you invoke `sort(list)` using the `sort` method in Listing 19.4?

No, because `list` is still of type `int[]`, but the `sort` method requires `E[]`, where `E` is an object type.

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Section 19.6

▼ 19.6.1

What is a raw type? Why is a raw type unsafe? Why is the raw type allowed in Java?

When you use generic type without specifying an actual parameter, it is called a raw type. A raw type is unsafe, because some errors cannot be detected by the compiler. The raw type is allowed in Java for backward compatibility.

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▼ 19.6.2

What is the syntax to declare an `ArrayList` reference variable using the raw type and assign a raw type `ArrayList` object to it?

```
ArrayList list = new ArrayList();
```

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Section 19.7

▼ 19.7.1

Is `GenericStack` the same as `GenericStack<Object>`?

`GenericStack` is roughly equivalent to `GenericStack<Object>`, but they are not the same. `GenericStack<Object>` is a generic instantiation, but `GenericStack` is a raw type.

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▼ 19.7.2

What are an unbounded wildcard, a bounded wildcard, and a lower-bound wildcard?

? is unbounded wildcard
? extends T is bounded wildcard
? super T is lower bounded wildcard

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▼ 19.7.3

What happens if lines 12-13 in Listing 19.9 are changed to

```
public static <T> void add(GenericStack<T> stack1,  
    GenericStack<T> stack2)
```

The program cannot be compiled, because the element type in stack1 is `GenericStack<String>`, but the element type in stack2 is `GenericStack<Object>`. `add(stack1, stack2)` cannot be matched.

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▼ 19.7.4

What happens if lines 12-13 in Listing 19.9 are changed to

```
public static <T> void add(GenericStack<? extends T> stack1,  
    GenericStack<T> stack2)
```

The program can be compiled and run fine.

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Section 19.8

▼ 19.8.1

What is erasure? Why are Java generics implemented using erasure?

Generic type information is used by the compiler to check whether the type is used safely. Afterwards the type information is erased. The type information is not available at runtime. This approach enables the generic code to be backward-compatible with the legacy code that uses raw types.

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▼ 19.8.2

If your program uses `ArrayList<String>` and `ArrayList<Date>`, does the JVM load both of them?

No. Only `ArrayList` is loaded.

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▼ 19.8.3

Can you create an instance using `new E()` for a generic type `E`? Why?

No, because the type information is not available at runtime.

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▼ 19.8.4

Can a method that uses a generic class parameter be static? Why?

Since all instances of a generic class have the same runtime class, the static variables and methods of a generic class are shared by all its instances. Therefore, it is illegal to refer a generic type parameter for a class in a static method or initializer.

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▼ 19.8.5

Can you define a custom generic exception class? Why?

No. The JVM have to check the exception thrown from the try clause to see if it matches the type specified in a catch clause. This is impossible, because the type information is not present at runtime.

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Section 19.9

▼ 19.9.1

Why are the add, multiple, and zero methods defined abstract in the GenericMatrix class?

Because these methods cannot be implemented in the GenericMatric class.

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▼ 19.9.2

How are the add, multiple, and zero methods implemented in the IntegerMatrix class?

In the IntegerMatrix class, the add method is implemented by adding the two numbers using the + operator. The multiply method is implemented by multiplying the two numbers using the * operator. The zero method is implemented to return 0.

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▼ 19.9.3

How are the add, multiple, and zero methods implemented in the RationalMatrix class?

In the RationalMatrix class, the add method is implemented by adding the two numbers using the add method in the Rational class. The multiply method is implemented by multiplying the two numbers using the multiply method in the Rational class. The zero method is implemented to return new Rational(0, 1).

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▼ 19.9.4

What would be wrong if the printResult method defined as follows?

```
public static void printResult(  
    E[][] m1, E[][] m2, E[][] m3, char op)
```

You have to define it using:

```
public static <T> void printResult(  
    T[][] m1, T[][] m2, T[][] m3, char op)
```

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