Generics and Collections

COMP 2210 - Dr. Hendrix



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Generic types

Generics allow a type variable to be used in place of a specific type name.

A type variable can be used to *parameterize* a class, interface, or method with respect to the types involved.

This allows classes, interfaces, and methods to deal with objects of different types at runtime while maintaining compile-time **type safety**.

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Tutorial http://download.oracle.com/javase/tutorial/java/generics/index.html

Generic type search example

```
public static <T> int search(T[] a, T target) {
    int i = 0;
    while ((i < a.length) && (!a[i].equals(target))) {
        i++;
    }
    if (i < a.length)
        return i;
    else
        return -1;
}</pre>
```

Assume that this is a static method in a class named SearchLib.

When calling this method, clients will preface the method name with the class name.

In a client ...

```
String[] sarray = {"2", "4", "6", "8", "10"};
Integer[] iarray = {2, 4, 6, 8, 10};
Number[] narray = {2, 4, 6, 8, 10};
```

Sample calls:

SearchLib. <string>search(sarray, "8")</string>	
SearchLib. <string>search(sarray, 8)</string>	X
SearchLib.search(sarray, 8)	/
SearchLib. <integer>search(iarray, 8)</integer>	
SearchLib. <integer>search(narray, 8)</integer>	X
SearchLib. <number>search(narray, 8)</number>	

```
public class SearchLib {
   public static <T> int search(T[] a, T target) {
      int i = 0;
      while ((i < a.length) && (!a[i].equals(target)))
          i++;
      if (i < a.length)
          return i;
      else
          return -1;
   }
}</pre>
```

```
% javac -Xlint:unchecked SearchLib.java
%
```

No unchecked warnings, so this code is type-safe.

```
public class SearchLib {

  public static int search(Object[] a, Object target, Comparator c) {
    int i = 0;
    while ((i < a.length) && (c.compare(a[i], target) != 0))
        i++;
    if (i < a.length)
        return i;
    else
        return -1;
   }
}</pre>
```

An unchecked warning, so this code is not type-safe. But where is the generic type variable?

```
public interface Comparator<T> { . . . }
```

```
public class SearchLib {

public static <MyType> int search(MyType[] a, MyType target, Comparator<MyType> c) {
    int i = 0;
    while ((i < a.length) && (c.compare(a[i], target) != 0))
        i++;
    if (i < a.length)
        return i;
    else
        return -1;
    }

public interface Comparator<T> { . . . }
```

```
% javac -Xlint:unchecked SearchLib.java
%
```

No unchecked warnings, so this code is type-safe.

Note: We could have used T for the type variable of the search method instead of MyType. I just didn't want to make you think that we had to use T because Comparator used T. It's completely up to you what you name the type variables.

Every interface and class in the Java Collections Framework (e.g., Comparator, ArrayList, etc.) have type variables. So, when you use these interfaces and classes, you should bind their type variables.

Example:



This <T> declares a type variable named T for the min method.

These <T> notations *bind* the type variables of the Collection and Comparator interfaces to the T type used in the search method.



This is ensures that the min method accept only a Collection of a given type T and a Comparator designed to compare objects of type T. Type-safe!

Bounded type parameters

 $\langle T \rangle$ No restrictions on what can be passed in for T.

A **bounded type parameter** allows you to restrict what types can be passed in as the generic type parameter.

<T extends MyType> MyType is an "upper bound" on T.

<T extends Book> T can be Book or any subclass of Book.

<T extends Comparable> T must implement Comparable.

A named type parameter can't be given a lower bound.

Bounded type parameters

```
public static <T extends Number> int search(T[] a, T target) {
    int i = 0;
    while ((i < a.length) && (!a[i].equals(target))) {</pre>
           i++;
    if (i < a.length)</pre>
      return i;
    else
      return -1;
In a client ...
 String[] sarray = {"2", "4", "6", "8", "10"};
 Integer[] iarray = {2, 4, 6, 8, 10};
 Number[] narray = \{2, 4, 6, 8, 10\};
Sample calls:
SearchLib.search(narray, 8)
SearchLib.search(iarray, 8)
SearchLib.<Number>search(narray, 8)
SearchLib.<Integer>search(iarray, 8)
SearchLib.<Integer>search(narray, 8)
SearchLib.<String>search(sarray, "8")
```

Wildcards

? The wildcard character represents an *unnamed* unknown type.

Wildcards can be given upper bounds and lower bounds.

<? extends MyType> MyType is an upper bound on this unknown type

<? extends Book> An unknown type that is Book or any subclass of Book.

<? super MyType> MyType is a lower bound on this unknown type

<? super Book> An unknown type that is Book or any superclass of Book.

Wildcards with bounds

Declaration of a named generic type variable for this method.

public static <T> boolean contains(

Collection <? extends T> collection,

collection must store things of type T or some subclass of T

Comparator <? super T> comp,

comp must be able to compare things of type T or any superclass of T

T element)

element must be of type T

```
public static int search(Comparable[] a, Comparable target) {
     int i = 0;
     while ((i < a.length) && (a[i].compareTo(target) != 0))</pre>
        i++;
     if (i < a.length)</pre>
        return i;
     else
        return -1;
  }
                                                                                            Not
                                                                                            type-safe
  public static <T extends Comparable> int searchAlmostSafe(T[] a, T target) {
     int i = 0;
     while ((i < a.length) && (a[i].compareTo(target) != 0))</pre>
        i++;
     if (i < a.length)</pre>
        return i;
     else
        return -1;
  }
  public static <T extends Comparable<? super T>> int searchSafe(T[] a, T target) {
     int i = 0;
     while ((i < a.length) && (a[i].compareTo(target) != 0))</pre>
        i++;
     if (i < a.length)</pre>
        return i;
                                                                      Type-safe
     else
        return -1;
```

Collection v. Collections

java.util.Collection



java.util.Collections



The root **interface** in the Java collection hierarchy.

A collection represents a group of objects, known as its *elements*



http://bit.ly/onjH0N

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http://bit.ly/n2IZ3Z



A **class** of static methods that operate on type java.util.Collection.

Contains polymorphic algorithms for collections (e.g., searching, sorting, etc.).

ORACLE API

http://bit.ly/q4IC6S

ORACLE Tutorial

http://bit.ly/9Yrb2K