Day 19:

Task 1: Generics and Type Safety

Original pair: (Hello, 123) Reversed pair: (123, Hello)

Create a generic Pair class that holds two objects of different types, and write a method to return a reversed version of the pair.

```
1 package com.assignment.day19;
3 public class Pair<T, U {
      private T first;
       private U second;
 6
     public Pair(T first, U second) {
 8
           this.first = first;
 9
           this.second = second;
10
 11
 12⊖
       public T getFirst() {
           return first;
 13
 14
15
16⊖
      public U getSecond() {
17
        return second;
18
19
20⊝
     public Pair<U, T> reverse() {
21
          return new Pair<>(second, first);
22
23
24⊖
      @Override
≙25
       public String toString() {
26
           return "(" + first + ", " + second + ")";
27
28
29⊝
       public static void main(String[] args) {
       Pair<String, Integer> pair = new Pair<>("Hello", 123);
30
31
           System.out.println("Original pair: " + pair);
32
           System.out.println("Reversed pair: " + pair.reverse());
33
       }
34 }
■ Console ×
<terminated> Pair [Java Application] C:\Users\venka\.p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.w
```

Task 2: Generic Classes and Methods

Implement a generic method that swaps the positions of two elements in an array, regardless of their type, and demonstrate its usage with different object types.

```
1 package com.assignment.day19;
 2 import java.util.Arrays;
4 public class Task2 {
       public static <T> void swap(T[] array, int i, int j) {
            T temp = array[i];
 6
 7
            array[i] = array[j];
 8
            array[j] = temp;
 9
11⊖
       public static void main(String[] args) {
12
            Integer[] intArray = {1, 2, 3, 4, 5};
13
            System.out.println("Original integer array: " + Arrays.toString(intArray));
14
            swap(intArray, 1, 3);
15
            System.out.println("Integer array after swapping elements at indices 1 and 3: " + Arrays.toString(i
16
17
            String[] strArray = {"one", "two", "three", "four", "five"};
18
            System.out.println("Original string array: " + Arrays.toString(strArray));
19
            swap(strArray, 0, 2);
20
            System.out.println("String array after swapping elements at indices 0 and 2: " + Arrays.toString(st
21
22 }
                                                                                             ■ Console ×
<terminated> Task2 (1) [Java Application] C.\Users\venka\,p2\poo\\plugins\org.edipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0.5.v20221102-0933\jre\bin\javaw.exe_(1 Jun 2024, 5:46:08 pm
Original integer array: [1, 2, 3, 4, 5]
Integer array after swapping elements at indices 1 and 3: [1, 4, 3, 2, 5]
Original string array: [one, two, three, four, five]
String array after swapping elements at indices 0 and 2: [three, two, one, four, five]
```

Task 3: Reflection API

Use reflection to inspect a class's methods, fields, and constructors, and modify the access level of a private field, setting its value during runtime.

```
1 package com.assignment.day19;
 3⊖ import java.lang.reflect.Field;
  4 import java.lang.reflect.Modifier;
 6 public class Task3 [
       private int numberl;
        protected int number2;
       public String name;
       public Task3(int number1, int number2, String name) {
11⊖
           this.number1 = number1;
 13
            this.number2 = number2;
 14
15
            this.name = name;
       public static void main(String[] args) throws Exception {
           // Inspecting class fields
            Class<Task3> clazz = Task3.class;
            System.out.println("Fields:");
           for (Field field : clazz.getDeclaredFields()) {
                System.out.println(field.getName() + ", Access Modifier: " + Modifier.toString(field.getModifiers()));
           // Modifying private field using reflection
            Task3 instance = new Task3(0, 0, "");
           Field privateField = clazz.getDeclaredField("numberl");
            privateField.setAccessible(true); // Allow access to private field
            privateField.setInt(instance, 42); // Set value of private field
            System.out.println("\nModified number1 field value: " + instance.number1);
■ Console ×
<terminated> Task3 (1) [Java Application] C:\Users\venka\.p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_6
Fields:
numberl, Access Modifier: private
number2, Access Modifier: protected
name, Access Modifier: public
Modified numberl field value: 42
```

Task 4: Lambda Expressions

Implement a Comparator for a Person class using a lambda expression, and sort a list of Person objects by their age..

```
1 package com.assignment.day19;
  3⊖ import java.util.ArrayList;
  4 import java.util.Comparator;
5 import java.util.List;
  7 class Person {
        private String name;
         private int age;
         public Person(String name, int age) {
              this.name = name;
              this.age = age;
 16⊖
17
18
        public String getName() {
             return name;
         public int getAge() {
 21
22
23
24<sup>©</sup>
             return age;
       @Override
        public String toString() {
         return "Person{" +
    "name="" + name + '\'' +
    ", age=" + age +
    ')';
         }
 33 public class Task4 {
       public static void main(String[] args) {
           // Create a list of Person objects
List<Person> personList = new ArrayList<>();
 36
          personList.add(new Person("venkat", 20));
personList.add(new Person("sreenath", 25));
 38
            personList.add(new Person("venky", 35));
            // Sort the list by age using a Comparator with lambda expression
 42
            personList.sort(Comparator.comparing(Person::getAge));
 43
 44
              // Print the sorted list
              System.out.println("Sorted by age:");
 45
              personList.forEach(System.out::println);
 48 }
 49
 50
```

```
Sorted by age:
Person{name='venkat', age=20}
Person{name='sreenath', age=25}
Person{name='venky', age=35}
```

Task 5: Functional Interfaces

Create a method that accepts functions as parameters using Predicate, Function, Consumer, and Supplier interfaces to operate on a Person object.

```
1 package com.assignment.day19;
 3⊖ import java.util.function.Predicate;
 4 import java.util.function.Function;
 5 import java.util.function.Consumer;
  6 import java.util.function.Supplier;
 8 class Persons {
        String name;
        int age;
 11
 120
       Persons(String name, int age) {
 13
            this.name = name;
 14
            this.age = age;
 15
16
17⊖
       public String toString() {
    return "Persons{name='" + name + "', age=" + age + "}";
▶18
19
20
21 }
22
23 public class Task5 {
       public static void main(String[] args) throws Exception {
            System.out.println(" Predicate to check if person is adult");
            Predicate<Persons> isAdult = person -> person.age >= 18;
            System.out.println(" Function to get person's name");
 28
            Function<Persons, String> getName = person -> person.name;
29
30
31
            System.out.println(" Consumer to print person");
            Consumer<Persons> printPerson = person -> System.out.println(person);
            System.out.println("Supplier to create a new person");
    Supplier<Persons> createPerson = () -> new Persons("venky", 24);
            Persons person = createPerson.get();
 35
 36
37
38
            // Use the consumer to print the person
            printPerson.accept(person);
            // Use the function to get the person's name
            String name = getName.apply(person);
            System.out.println("Person's name: " + name);
 42
 43
44
            // Use the predicate to check if the person is an adult
            boolean adult = isAdult.test(person):
            System.out.println("Is person an adult? " + adult);
```

OUTPUT:

Predicate to check if person is adult
Function to get person's name
Consumer to print person
Supplier to create a new person
Persons{name='venky', age=24}
Person's name: venky
Is person an adult? true