

## Generics Methods, Class and Collection

1. Write a generic method `findMaxInArray` that can accept an array of any type (e.g., `Integer[]`, `String[]`) and find the maximum element. Avoid method overloading.
2. Create a generic class `Pair` that can hold two objects of potentially different types (e.g., `Pair<String, Integer>`). Implement getter methods for both elements. Create instances of `Pair` with different types and demonstrate their usage.
3. Create a generic `LinkedList` of integers. Add some numbers, then remove all even numbers from it.
4. Create a generic `ArrayList` of `Student` objects (where `Student` has name and age). Sort this list by age using a custom `Comparator`.
5. Write a generic method `countUnique` that takes a `List` of any type and returns the number of unique elements within that list. Utilize a `HashSet` internally to achieve this.
6. Use a generic `HashMap` to store product names and their quantities. Iterate through the map and print only those products with a quantity greater than 10.
7. Create a `PriorityQueue` for `Integer` objects and add several numbers. Then, extract them in ascending order to show how `PriorityQueue` maintains order.
8. Create a generic class `MyStack` that implements a basic stack data structure using an internal `ArrayList`. Implement `push`, `pop`, `peek`, and `isEmpty` methods.
9. Create a `Student` class with `id`, `name`, and `grade` properties. Use an `ArrayList<Student>` to store student records. Implement methods to add a student, remove a student by ID, find a student by ID, and list all students.
10. Create a `Person` class with attributes like `name` and `age`. Create an `ArrayList` of `Person` objects. Add several `Person` objects to the list. Sort the `ArrayList` of `Person` objects by age (you might need to implement `Comparable` or provide a `Comparator`). Filter the list to find all persons above a certain age.
11. Use a `HashMap<String, Integer>` to represent an inventory where keys are product names and values are quantities. Write functions to add new items, update quantities, and display the current inventory.