Generic Collection Classes

Goal: Can convert a class into a generic class to provide higher degree of reuse.

Problem Description

You will be modifying your array collection class and linked list collection class to be generic classes.

- If you would like to keep your previous classes for reference, create a new project and copy all of the classes into it.

ThingNode Class

If your node class is named after your thing, rename it Node (you will want to refactor so this name change updates everywhere).   Then modify the class to accept any kind of thing using the parameter T.

LinkedCollection Class

If your collection class is named after your thing, rename it LinkedList (refactor). Modify the class to hold any comparable object using the parameter T extends Comparable<T>.

Collection Class

If your collection class is named after your thing, rename it SortedList (refactor). Modify the class to hold any comparable object using the parameter T extends Comparable<T>.