

Generics

1

- ① Introduction
- ② Generic classes
- ③ Bounded type
- ④ Generic method
- ⑤ Wild card character (?)
- ⑥ Communication with non-generic code
- ⑦ Conclusion.

To provide type-safety

To resolve type-casting problem.

Case-1] Type Safety

→ Arrays are type safe we can give guarantee for the type of element present in the array.

```
String s = new String();
```

```
s[1] = "Durga"; ✓
```

```
s[2] = new Integer(); ✗
```

→ Collection are not type safe.

```
ArrayList l = new ArrayList();
```

```
l.add("Durga"); ✓
```

```
l.add(new Integer(10)); ✓
```

```
String name1 = s[0];
```

Type casting
not required.

```
String name = l.get(0); (Incompatible types)
```

```
String name = (String) l.get(0);
```

Type Casting is
Mandatory

To overcome above problem.

↳ Introduce generics concept in 1.5 V

- ① To provide type safety
- ② To resolve type-casting problems.

To hold only string object.

```

ArrayList<String> l = new ArrayList<String>();
l.add("durga");
l.add("Ravi");
l.add(new Integer(10)); // C.E. (X)
  
```

Through generics we are getting type safety & type casting.

```

String name = l.get(0);
                ↳ Type casting is
                  not Required.
  
```

Base type ↗ Parameter type ↘

```

ArrayList<String> l = new ArrayList<String>();
✓ List<String> l = new ArrayList<String>();
✓ Collection<String> l = new ArrayList<String>();
  
```

✗ ArrayList<Object> l = new ArrayList<String>();

↳ Incompatible type

→ polymorphism is allowed for only Base type
not for parameter type.

→ class Account < T >
{

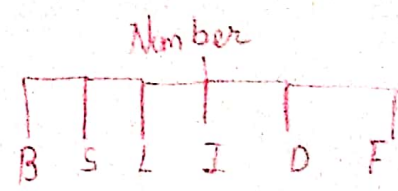
}

Account < gold > a₁ = new Account < gold > ();

Account < platinum > a₂ = new Account < platinum > ();

→ class Test < T extends Number >
{
 Public void m1() {
 T a, b;
 Sout (a+b);
 Sout (a*b);
 Sout (a/b);
 }
}

← Bounded types.



→ We can bound our parameter to number only

→ class Test < T > { : }	class Test < T extends Number > { : }	class Test < T implements Runnable > { : }
-----------------------------------	--	---

class Test < T Super String >
{
 :
}

× instead of implements we can extend interface.

→ class Test < T extends Number & Runnable >

{

// Now it can be bounded with Number & Runnable.

}

→ class Test < T extends Number, Runnable & Comparable >

x class Test < T extends Runnable & Number >

↳ Bcoz we have to take class first then interface.

x class Test < T extends Number & Thread >

↳ Bcoz we can't extend more than one class simultaneously.

Multiple parameter type

HashMap < Integer, String > h = HashMap < Integer, String > ();

Generic Methods & Wild Card character (?)

→ `AL <String> l = new AL <String> ();`

`m1(l);`

→ `AL <Integer> l = new AL <Integer> ();`

`m1(l);`

→ `AL <Double> l = new AL <Double> ();`

`m1(l);`

→ `AL <Student> l = new AL <Student> ();`

`m1(l);`

→ For every types considering.

`m1(AL <?>)`

{

}

Any type

→ `m1(AL <? extends Number> l)`

→ Super can be used in method only

→ `m1(AL <? super X> l)`

→ Interface can also be used

→ Between the method we can't add anything to list except null.

→ Best suitable for read only operation.

→ We can add anything & null.