

# Types

CMPSC 461

Programming Language Concepts

Penn State University

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Function performs an operation for different values  
***of the same type***

```
class IntArrayList {  
    ...  
    boolean add (int i);  
    int remove(int idx);  
}
```

```
class DoubleArrayList{  
    ...  
    boolean add (double d);  
    double remove(int idx);  
}
```

(Polymorphic) Functions takes values of different types

Java used to do this (before Java 1.5):

```
class ArrayList {  
    ...  
    boolean add (Object o);  
    Object remove (int idx);  
}
```

# Does it work?

```
List langList = new ArrayList();  
langList.add(new Language("Java"));  
Language java = (Language) langList.remove(0);  
langList.add(new System("Linux")); // Whoops!  
Language c = (Language) langList.remove(0); // Error
```

**Compiler doesn't know langList should  
only contain values of type Language**

# Generics

A facility added to Java 5.0, which allows “a type or method to operate on objects of various types while providing compile-time type safety.”

Not an essentially object-oriented idea

Not originated in Java

# Polymorphism: function with multiple forms

Parametric polymorphism (fun. with a set of types)

- Explicit para. polymorphism (Generics, aka. Templates in C++)

Java

```
class ArrayList<T> {  
    ...  
    boolean add (T o);  
    T remove (int idx);  
}
```

C++


```
template <class T>  
T GetMax (T a, T b) {  
    T result;  
    result = (a>b)? a : b;  
    return (result);  
}
```

# Polymorphism

Parametric polymorphism (fun. with a set of types)

- Explicit para. polymorphism
- Implicit para. polymorphism (Lisp, Scheme, ML)

```
(define (min a b) (if (< a b) a b))
```



No mention  
of type

In Haskell

```
min a b = if a < b then a else b
```

# Type Parameterization

```
ArrayList<Integer> intLst = new ArrayList<Integer>();  
ArrayList<String> strLst = new ArrayList<String>();
```

## ArrayList<Integer>

- an application of a type-level function (ArrayList)
- to the type parameter Integer
- gives an array list of integers

The idea of generics is to allow user-defined parameterized types



# User-Defined Parameterized Type

Java

Formal type  
parameter

```
class ArrayList<T> {  
    ...  
    boolean add (T o);  
    T remove (int idx);  
}
```

C++

Formal type  
parameter

```
template <class T>  
class ArrayList {  
    ...  
    bool add (T o);  
    T remove (int idx);  
}
```

Intuitively, we defined a type-level function

# Generic Functions

Java

Formal type  
parameter

```
T max<T> (T a, T b) {  
    T result;  
    result = (a.compareTo(b)  
              >=0)? a : b;  
    return (result);  
}
```

C++

Formal type  
parameter

```
template <class T>  
T GetMax (T a, T b) {  
    T result;  
    result = (a>b)? a : b;  
    return (result);  
}
```

Intuitively, a function that takes a type, and parameters

# Generics Enforce Type-Safety

```
List<Language> langList = new ArrayList<Language>();  
langList.add(new Language("Java")); // OK  
Language java = (Language) langList.remove(0);  
langList.add(new System("Linux")); // Type error!  
Language c = (Language) langList.remove(0);
```

Compiler knows langList only contain values of type Language (no run-time errors)

# Implementing Generics

## Static mechanism (Ada, C++)

- Compiler generates separate copy for every unique instance
- Each copy is type-checked separately

```
template <class T>
T GetMax (T a, T b) {
    T result;
    result = (a>b)? a : b;
    return (result);
}
int i = GetMax(1,2);
char c = GetMax('c','e');
```

Defined by programmer

```
int GetMax (int a,int b) {
    int result;
    ...
}
char GetMax (char a, char b) {
    char result;
    ...
}
int i = GetMax(1,2);
char c = GetMax('c','e');
```

Generated/Checked by the compiler

# Implementing Generics

Dynamic mechanism (aka. type erasure in Java)

- Type system checks type safety
- All instances share one code, without generics!

# Type Erasure in Java

```
class ArrayList<T> {  
    ...  
    boolean add (T o) {...};  
    T remove (int idx) {...};  
}  
ArrayList<Language> langLst = ...;  
langLst.add(new Language("Java"));  
Language java=langLst.remove(0);
```

Defined by programmer

Executed by JVM

Type system  
ensures all dynamic  
casts are safe

```
class ArrayList {  
    ...  
    boolean add (Object o) {...};  
    Object remove (int idx) {...};  
}  
ArrayList langLst = ...;  
langLst.add(new Language("Java"));  
Language java=  
    (Language) langLst.remove(0);
```

# Pros and Cons of Type Erasure

## Pros

- Backward compatibility
- One code copy shared by all instances

## Cons

- Cannot use type parameter at run time

```
class Example<T> {  
    void method(Object item) {  
        if (item instanceof T) { ... } // cannot compare to T  
        T anotherItem = new T(); // cannot use constructor  
        T[] itemArray = new T[10]; // cannot create T[10]  
    }  
}
```