

## Overview

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### UNIT 6: Generic Programming

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#### Topics:

- Introduction to the concept of generics
  - Creating a generic class
  - Examples of generic programming
  - Programming with the Java collection framework
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#### Learning Objectives:

By the end of this unit, you will be able to:

1. Describe the concept of Generic data structures within the Java Collection Framework.
  2. Demonstrate the use of Generic classes and methods.
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#### Tasks:

- Read through the Learning Guide and the Reading Assignment.
- Complete the Discussion Assignment by posting in the Discussion Forum.
- Respond to two of your fellow classmates' posts in the Discussion Forum.
- Complete and submit the Programming Assignment.
- Take and submit the Self-Quiz.
- Take and submit the Graded Quiz.

