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Ce afiseaza rularea urmatorului cod ?

public class Stack<E> {  
 private List<E> v=new ArrayList<>();  
  
 public void push(E e){  
 v.add(e);  
 }  
 public E peek(){  
 if(v.size()==0)  
 return null;  
 E e2=v.get(v.size()-1);  
 v.remove(v.size()-1);  
 return e2;  
 }  
 public boolean isEmpty(){  
 return v.size()==0;  
 }  
}

public class Main {  
 public static void main(String[] args){  
 Map<Integer, Integer > map=new HashMap<>();  
 map.put(0,1);  
 map.put(2,5);  
 map.put(3,0);  
 map.put(6,4);  
 Stack<int> stack=new Stack<>();  
 stack.push(1);  
 stack.push(2);  
 stack.push(3);  
 stack.push(4);  
 while(!stack.isEmpty()){  
 int i=stack.peek();  
 if(map.containsValue(i))  
 System.*out*.println(i);  
 }  
 }  
}

1. 4 1
2. 1 4
3. 3 2
4. Eroare la compilare

Explicatii:

Eroare de compilare la linia “Stack<int> stack=new Stack<>();” : Când se creează instanțe ale unor clase generice, nu se pot folosi tipurile primitive: int, byte, char, float, double .