❖ 제네릭 타입을 부모 클래스로 사용할 경우

ㅇ 타입 파라미터는 자식 클래스에도 기술해야 !!!

```
public class ChildProduct<T, M> extends Product<T, M> { ... }
```

ㅇ 추가적인 타입 파라미터 가질 수 있음

```
public class ChildProduct<T, M, C> extends Product<T, M> { ... }
```

❖ Product.java

```
public class Product<T, M> {
    private T kind;
    private M model;

public T getKind() { return this.kind; }
    public M getModel() { return this.model; }

public void setKind(T kind) { this.kind = kind; }
    public void setModel(M model) { this.model = model; }
}

class Tv {}
```

ChildProduct.java

```
public class ChildProduct<T, M, C> extends Product<T, M> {
    private C company;
    public C getCompany() { return this.company; }
    public void setCompany(C company) { this.company = company; }
}
```

- ❖ 제네릭 인터페이스를 구현할 경우
 - ㅇ 제네릭 인터페이스를 구현한 클래스도 제네릭 타입

❖ Storage.java

```
public interface Storage<T> {
    public void add(T item, int index);

public T get(int index);
}
```

❖ Box.java

```
public class StorageImpl<T> implements Storage<T> {
   private T[] array;
   public StorageImpl(int capacity) {
      this.array = (T[]) (new Object[capacity]);
   @Override
   public void add(T item, int index) {
      array[index] = item;
   @Override
   public T get(int index) {
      return array[index];
```

ChildProductAndStorageExample.java

```
public class ChildProductAndStorageExample {
   public static void main(String[] args) {
      ChildProduct<Tv, String, String> product = new ChildProduct<>();
      product.setKind(new Tv());
      product.setModel("SmartTV");
      product.setCompany("Samsung");

      Storage<Tv> storage = new StorageImpl<Tv>(100);
      storage.add(new Tv(), 0);
      Tv tv = storage.get(0);
   }
}
```