Java training

Generics

Session overview

- Generics
- Hands-on using & testing each sub-topic

Object type system

- All Java classes extend the Object class
 - They inherit all the methods from it
- Default type for all the collections & arrays of items
- Problem:

```
List list = new List();  // not typed, may contain apples and / or lions
list.add("something");
list.add(2);
```

Generics

- Introduced by Java 5.0 (JDK 1.5)
- Allow / enforce specifying types for collections / arrays of elements
- The previous problem becomes:

```
List<Product> products = new List<Product>(); // 'list of products'
products.add("something"); // compile time error
```

Generic classes

- The usage of '<' and '>' called 'type placeholder'
- When used, they define several generic types that can be used by that class
- A class can use any number of generic types

Example

```
public abstract class Stack<Element> {
        // methods that implement a FIFO stack
Applied to a real class:
    public class ProductStack extends Stack<Product> {
        // the methods will now work on a defined type, not on a generic type
```

Second example

Generics for wildcards and class hierarchies

- Generics can also be applied to:
 - Class hierarchies using extends
 - Wildcards using ?
- Example:

```
public abstract ProductProcessor<T extends Product> {
    public void process(T t);
}
List<?> items = query.listItems();
    // for methods with an unknown / generic result type
```

Diamond operator

- 'Diamond' operator '<>' (since Java 7)
- Used when the compiler can infer / deduce the argument types
- Example:

```
Queue<Product> productsQueue = new Queue<Product>(10);
Can be written as:
    Queue<Product> productsQueue = new Queue<>(10);
```

Generic methods

- Methods that use generic parameter types
 - Declare generic methods in an interface / class even if itself is not generic
- Mainly used as utility methods
 - o Example classes: Collections, Arrays, ...
- Example:

```
public static <T> void display(List<T> items, int until) {
   for (int i = 0; i < until; i++) { // ... perform actions
   }
}</pre>
```

Hands-on

- Implement a 'displayer' class for a hierarchy of Product classes
 - Just display: 'The displayed product is ' and then call the object's #toString
- Implement a class which holds a tuple (pair) of objects, of different types (T1, T2)
- Try an implementation of a generic class with incorrect parameters → get used to the error messages
 - Examples:
 - Use a single generic parameter for a class defined for two parameters
 - Use an incorrect parameter for a generic class