Exercise - Generic Programming (write a generic class and a generic method)

- 1. The following files are provided for use in this exercise:
 - a. Comparable.ts: Defines an interface named Comparable that classes can implement to make their objects "sortable". It is fashioned after Java's Comparable interface
 - b. MyString.ts: Defines a class that contains a string value and implements the Comparable interface
 - c. MyNumber.ts: Defines a class that contains a number and implements the Comparable interface
- 2. Write a generic class named Maximizer that can be used to calculate the maximum of a set of values. As shown in the code below, you should be able to:
 - a. Instantiate a Maximizer for any data type that implements the Comparable interface (MyString, MyNumber, etc.)
 - b. Pass the Maximizer a set of values one-by-one by calling its updateValue method
 - c. Call the Maximizer's getValue method to retrieve the maximum value that was passed to its updateValue method
 - d. Here's some sample code that shows how the Maximizer class is used:

```
let strMax = new Maximizer<MyString>();
strMax.updateValue(new MyString("a"));
strMax.updateValue(new MyString("z"));
strMax.updateValue(new MyString("m"));
console.log(strMax.getValue().value);

let intMax = new Maximizer<MyNumber>();
intMax.updateValue(new MyNumber(-22));
intMax.updateValue(new MyNumber(10000));
intMax.updateValue(new MyNumber(33));
console.log(intMax.getValue().value);
```

- e. Using the code above, write a short program that demonstrates that your Maximizer class works
- 3. Write a class named Algorithms that has one <u>static, generic method</u> named "calcStats" that can calculate the minimum and maximum values in an array of any data type that implements the Comparable interface. "calcStats" should return a "Stats" object containing the min and max values.
 - a. Here's some sample code that shows how to call "calcStats":

```
let strArr: MyString[] = [
    new MyString("z"),
    new MyString("a"),
```

- b. Using the code above, write a short program that demonstrates that your "calcStats" method works
- 4. Zip up your code and submit it on Canvas