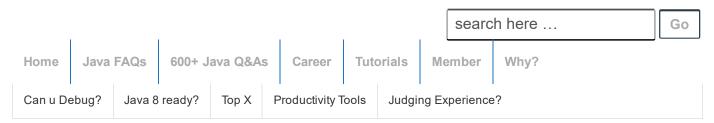
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♦ 12 Java Generics interview Q&A

Posted on August 13, 2014 by Arulkumaran Kumaraswamipillai — 2 Comments

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Q1 What do you understand by the term type erasure with regards to generics?

A1. The term **type erasure** is used in Java generics. In the interest of backward compatibility, robustness of generics has been sacrificed through type erasure. Type erasure takes place at compile-time. So, after compiling List and List, both end up as List at runtime. They are both just lists.

```
1 List<String> myList = new ArrayList<String>();
2 List<String> myList = new ArrayList<>(); // In Ja
3
```

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after compilation becomes backward compatible without any angular brackets.

```
1 List myList = new ArrayList();
2
```

Java generics differ from C++ templates. Java generics (at least until JDK 8), generate only one compiled version of a generic class or method regardless of the number of types used. During compile-time, all the parametrized type information within the angle brackets are erased and the compiled class file will look similar to code written prior to JDK 5.0. In other words, Java does not support runtime generics.

Q2. Why do you need generics?

A2. Generics was introduced in JDK 5.0, and allows you to abstract over types. Without generics, you could put heterogeneous objects into a collection. This can encourage developers to write programs that are harder to read and maintain. For example,

```
1 List list = new ArrayList();
2 list.add(new Integer());
3 list.add("A String");
4 list.add(new Mango());
5
```

As demonstrated above, without generics you can add any type of object to a collection. This means you would not only have to use "instanceof" operator, but also have to explicitly **cast** any objects returned from this list. The code is also less readable. The following code with generics is not only more readable.

```
1 List<String> list1 = new ArrayList<String>();
2 List<Integer> list2 = new ArrayList<Integer>();
3
```

but also throws a compile time error if you try to add an Integer object to list1 or a String object to list2.

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Q3. What are the differences among?

- Raw or plain old collection type e.g. Collection
- Collection of unknown e.g. Collection<?>
- Collection of type object e.g. Collection<Object>
- A3. 1) The plain old Collection: is a <u>heterogeneous mixture</u> or a mixed bag that contains elements of all types, for example Integer, String, Fruit, Vegetable, etc.
- 2) The Collection<object>: is also a heterogeneous mixture like the plain old Collection, but not the same and can be more restrictive than a plain old Collection discussed above. It is incorrect to think of this as the super type for a collection of any object types.

Unlike an Object class is a super type for all objects like String, Integer, Fruit, etc, List<Object> is not a super type for List<String>, List<Integer>, List<Fruit>, etc. So it is illegal to do the following:

```
1 List<Object> list = new ArrayList<Integer>( );//i
2
```

Though Integer is a subtype of Object, List is not a subtype of List<Object> because List of Objects is a bigger set comprising of elements of various types like Strings, Integers, Fruits, etc. A List of Integer should only contain Integers, hence the above line is illegal. If the above line was legal, then you can end up adding objects of any type to the list, violating the purpose of generics.

3) The Collection<?>: is a homogenous collection that represents a family of generic instantiations of Collection like Collection<String>, Collection<Integer>, Collection<Fruit>, etc.

Collection<?> is the super type for all generic collection as Object[] is the super type for all arrays.

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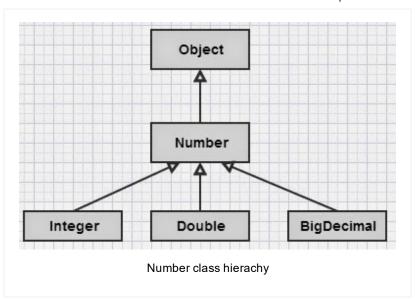
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```
1 List<?> list = new ArrayList<Integer>(); //
2 List<? extends Number> list = new ArrayList<Integ
3</pre>
```

Q4. How will you go about deciding which of the following to use?

- 1) <Number>
- 2) <? extends Number>
- 3) <? super Number>

A4. Many developers struggle with the wild cards. Here is the guide:

- 1. Use the **? extends** wildcard if you need to retrieve object from a data structure. That is read only. You can't add elements to the collection.
- 2. Use the **? super** wildcard if you need to put objects in a data structure.
- 3. If you need to do both read and add elements, **don't use** any wildcard.

Q5. What does the following code fragment print?

```
1
2 List<String> list1 = new ArrayList<String>();
3 List<Integer> list2 = new ArrayList<Integer>();
4 System.out.println(list1.getClass() == list2.get
```

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A5 It prints "true" because of type erasure(i.e. Rule 1), all instances of a generic class have the same runtime class, regardless of their actual type parameter. This also mean, there is no sense in checking generic information at runtime. The following code is illegal.

```
1 if(list1 instanceof List<String>) //illegal
2
```

Q6. Is the following line legal? If not, how will you fix it?

```
1
2 List<Object> list = new ArrayList<Integer>();
3
```

A6. It is Illegal because Unlike an Object class is a super type for all objects like String, Integer, Fruit, etc, List&I;tObject> is not a super type for List<String>, List<Integer>, List<Fruit>, etc. List<?> is the super type.

```
1
2 List<?> list = new ArrayList<Integer>();
3 List<? extends Number> list = new ArrayList<Integ
4
```

Note:<? extends Number> is read only and <?> is almost read only allowing only removce() and clear () operations.

The Collection<?> can only be used as a reference type, and you cannot instantiate it.

```
1 List<?> fruitBasket = new ArrayList<?>( ); //ille
2 List<?> fruitBasket = new ArrayList<? extends Fru
3</pre>
```

Q7. How will you generify your own Java class?

```
2
   public class MyGenericClass<T> {
4
       T objType;
5
6
       public MyGenericClass(T type) {
7
           this.objType = type;
8
9
10
       public T getObjType( ) {
11
           return objType;
12
13
14
       public void setObjType(T objType) {
15
           this.objType = objType;
16
17
       public static void main(String[] args) {
18
           MyGenericClass<Integer> val1 = new
19
20
           MyGenericClass<Long> val2 = new MyGeneri
21
           long result = val1.get0bjType( ).longVal
22
23
           System.out.println(result);
24
       }
25 }
26
```

If you decompile the converted class file, you will get,

```
public class MyGenericClass<T>
23
       T objType;
4
5
     public MyGenericClass(T type)
6
7
         this.objType = type;
8
9
10
     public T getObjType( ) {
11
         return this.objType;
12
13
14
     public void setObjType(T objType) {
15
         this.objType = objType;
16
17
18
     public static void main(String[] args) {
19
         MyGenericClass val1 = new MyGenericClass(
20
         MyGenericClass val2 = new MyGenericClass(L
21
22
         long result = ((Integer)val1.get0bjType( )
         System.out.println(result);
23
      }
24 }
25
```

If you closely examine the above code, you would notice that the compiler has performed auto-boxing as generics does not support primitive types. The angle brackets have been removed for val1 & val2 declarations and appropriate castings have been added to convert from type T to Integer and Long types.

- Q8. What do you understand by the term type argument inference?
- A8. The type inference happens when the compiler can deduce the type arguments of a generic type or method from a given context information. There are 2 situations in which the type argument inference is attempted during compile-time.
- 1. When an object of a generic type is created as demonstrated in the MyGenericClass<T>.

```
1
2 //T is inferred as an Integer
3 MyGenericClass<Integer> val1 = new MyGenericCla
4 //T is inferred as a Long
5 MyGenericClass<Long> val2 = new MyGenericClass<L
6
```

2. When a generic method is invoked. For example,

```
import java.util.ArrayList;
3
   import java.util.List;
5
   public class MyBasket {
6
7
8
        * The 'src' is the inferred type T or its s
9
        * inferred type T or its super type.
10
       public static <T> void copy(List<? extends T</pre>
11
            for (T obj : src) {
    dest.add(obj);
12
13
14
15
       }
16
17
       public static void main(String[] args) {
18
            List<Orange> orangeBasket = new ArrayLis
19
            List<Mango> mangoBasket = new ArrayList<
20
            orangeBasket.add(new Orange());
21
           mangoBasket.add(new Mango());
22
            List<Fruit> fruitBasket = new ArrayList<
23
24
25
            List<Orange> orangeBasket2 = new ArrayLi
            orangeBasket2.add(new Orange());
26
            List<Mango> mangoBasket2 = new ArrayList
27
           mangoBasket2.add(new Mango());
28
            List<Fruit> fruitBasket2 = new ArrayList
            fruitBasket2.add(new Mango());
```

```
30
31
           MyBasket.copy(orangeBasket2, orangeBaske
32
           MyBasket.copy(mangoBasket2, mangoBasket)
33
34
           MyBasket.<Orange> copy(orangeBasket, fru
35
           MyBasket.<Mango> copy(mangoBasket, fruit
36
37
           MyBasket.copy(fruitBasket2, fruitBasket)
38
39
           for (Fruit fruit : fruitBasket) {
40
                fruit.peel();
41
42
       }
43 }
44
45
```

The copy(...) method ensures that fruits from a mixed fruit basket cannot be copied to a basket that only holds oranges or mangoes. But a mixed fruit basket allows fruits to be copied from any basket.

Q9. Is the following code snippet legal? If yes why and if not why not?

```
1
2 public MyGenericClass() {
3     this.objType = new T();
4 }
5
```

A9. It is not legal as new T() will cause a compile-time error. This is partially because there's no guarantee that the target class for raw type "T" has a constructor that takes zero parameters and partially due to type erasure where the raw type "T" does not have any way of knowing the type of object you want to construct at runtime.

Q10. Is it possible to generify methods in Java? A10. Yes.

```
10
11
        public static void main(String[] args) {
              List<Integer> listIntegers = new ArrayLi
12
             Integer value1 = new Integer(37);
addValue(value1, listIntegers);
13
14
15
             System.out.println("listIntegers=" + lis
16
             List<String> listString = new ArrayList<</pre>
17
             String value2 = "Test";
addValue(value2, listString);
18
19
20
             System.out.println("listString=" + listS
21
        }
22 }
23
```

Note: If you had used the wildcard List<?> instead of List<T> on line A, it would not have been possible to add elements. You will get a compile-time error. So how does the compiler know the type of "T"? It infers this from your use of the method. The generated class file looks pretty much the same as the source file without the <Integer> and <String> angle brackets

Q11. Does the following code snippet compile? What does it demonstrate?

```
2
   public class Generics4<T> {
       public <T> void doSomething(T data) {
4
5
6
            System.out.println(data);
7
8
       public static void main(String[] args) {
9
            Generics4<String> g4 = new Generics4<Str</pre>
            q4.doSomething(123);
10
11
       }
12 }
13
```

A11. Yes, the above code snippet does compile. It demonstrates that the type parameter in the class name and the type parameter in the method are actually different parameters. The method signature,

```
1
2 public <T> void doSomething(T data)
3
```

really means,

```
1
2 public void doSomething(Object data)
3
```

Q12. Can you identify any issues with the following code?

```
import java.util.ArrayList;
import java.util.Iterator;
3
   import java.util.List;
5
   public class GenericsWithIterators {
6
8
       public static void main(String[] args) {
9
            List<Integer> listIntegers = new ArrayLi
            listIntegers.add(5);
10
            listIntegers.add(3);
11
12
13
            Iterator it = listIntegers.listIterator(
14
15
            while(it.hasNext()){ //5
                 Integer i = it.next(); //6
16
17
                 System.out.println(i); //7
18
19
       }
20 }
21
22
```

A12.

Line 4 will cause compile-time error on line 6 as the iterator is not generic. To fix this, replace line 4 with:

```
1
2 Iterator<Integer> it = listIntegers.listIterator(
```

or add an explicit cast to line 6.

```
1
2 Integer i = (Integer) it.next();// fix 2
3
```

The fix 1 is preferred. When you get an iterator, keyset, or values from a collection, assign it to an appropriate parametrized type as shown in fix 1.

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gurijala.karthik says:

May 10, 2015 at 3:25 pm

Thanks, this is a nice summary.

Here i have one basic question. Before generics how we achieve type safety. can you please explain.

Reply



Arulkumaran says:

May 11, 2015 at 10:06 am

You could handle it 2 ways.

1. Using the "instanceof" operator

Object -> Account -> ChequeAccount

```
1 ChequeAccount ca;
2 if(o instanceof ChequeAccount) {
3    ca = (ChequeAccount) o;
4 } else {
5    //what you need to do if not
6 }
7
```

2. Using the "ClasscastException"

```
1 try {
2     ca = (ChequeAccount) o;
3 }
4 catch(ClassCAstException cce) {
5     //what you need to do if not
6 }
7
```

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