301AA - Advanced Programming

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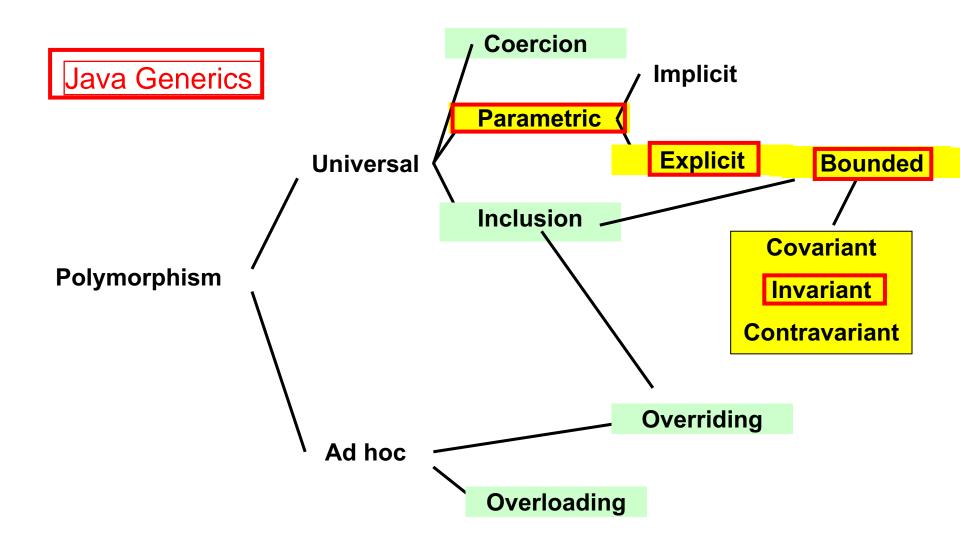
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AP-14: Java Generics

Outline

- Java generics
- Type bounds
- Generics and subtyping
- Covariance, contravariance in Java and other languages
- Subtyping and arrays in Java
- Wildcards
- Type erasure
- Limitations of generics

Classification of Polymorphism



Java Generics

Explicit Parametric Polymorphism

- Classes, Interfaces, Methods can have type parameters
- The type parameters can be used arbitrarily in the definition
- They can be instantiated by providing arbitrary (reference) type arguments
- We discuss only a few issues about Java generics...

```
interface List<E> {
  boolean add(E n);
  E get(int index);
}
```

```
List<Integer>
List<Number>
List<String>
List<List<String>>
```

Tutorials on Java generics:

```
https://docs.oracle.com/javase/tutorial/java/generics/index.html
http://thegreyblog.blogspot.it/2011/03/
java-generics-tutorial-part-i-basics.html
```

Generic methods

- Methods can use the type parameters of the class where they are defined, if any =
- They can also introduce their own type parameters

```
public static <T> T getFirst(List<T> list)
```

- Invocations of generic methods must instantiate all type parameters, either explicitly or implicitly \(\exists\)
 - A form of type inference

Bounded Type Parameters

- Only classes implementing Number can be used as type arguments
- Method defined in the bound (Number) can be invoked on objects of the type parameter

Type Bounds

<TypeVar extends SuperType>

upper bound; SuperType and any of its subtype are ok.

<TypeVar extends ClassA & InterfaceB & InterfaceC & ...>

Multiple upper bounds

<TypeVar super SubType>

- lower bound; SubType and any of its supertype are ok
- Type bounds for methods guarantee that the type argument supports the operations used in the method body
- Unlike C++ where overloading is resolved and can fail after instantiating a template, in Java type checking ensures that overloading will succeed

A generic algorithm with type bounds

```
public static <T> int countGreaterThan(T[] anArray, T elem) {
   int count = 0;
   for (T e : anArray)
        if (e > elem) // compiler error ++count;
   return count;
}
```

```
public interface Comparable<T> { // classes implementing
   public int compareTo(T o); // Comparable provide a
} // default way to compare their objects
```

```
public static <T extends Comparable<T>>
  int countGreaterThan(T[] anArray, T elem) {
  int count = 0;
  for (T e : anArray)
    if (e.compareTo(elem) > 0) // ok, it compiles
    ++count;
  return count;
}
```

Generics and subtyping



- Integer is subtype of Number
- Is List<Integer> subtype of List<Number>?
- NO!

What are Java rules?

- Given two concrete types A and B, MyClass<A> has no
- relationship to MyClass, regardless of whether or not A and B are related.
- Formally: subtyping in Java is invariant for generic classes.
- Note: The common parent of MyClass<A> and MyClass is MyClass<?>: the "wildcard" ? Will be discussed later. ■
- On the other hand, as expected, if A extends B and they are generic classes, for each type C we have that A<C> extends B<C>.
- Thus, for example, ArrayList<Integer> is subtype of List<Integer>

List<Number> e List<Integer>

```
List<Integer> lisInt = new ...;
                         List<Number> lisNum = new ...;
interface List<T> {
                         boolean add(T elt);
                         lisNum.add(new Number(...));//no
  T get(int index);
                         \cdotlistInt = lisNum; \equiv // ???
                          Integer n = lisInt.get(0); //no=
type List<Number> has:
  boolean add(Number elt);
                                          Number
  Number get(int index);
type List<Integer> has:
                                          Integer
  boolean add(Integer elt);
  Integer get(int index);
```

Is the **Substitution Principle** satisfied in either direction?

Thus **List<Number>** is neither a supertype nor a subtype of **List<Integer>**: Java rules are adequate here

But in more specific situations...

```
interface List<T> {
   T get(int index);
}

type List<Number>:
   Number get(int index);

type List<Integer>:
   Integer get(int index);
List<Integer>
```

A *covariant* notion of subtyping would be safe:

- List<Integer> can be subtype of List<Number>
- Not in Java
- In general: covariance is safe if the type is read-only

Viceversa... contravariance!

```
interface List<T> {
  boolean add(T elt);
}

type List<Number>:
  boolean add(Number elt);

type List<Integer>:
  boolean add(Integer elt);
```

A *contravariant* notion of subtyping would be safe:

- List<Number> can be a subtype of List<Integer>
- But Java

In general: contravariance is safe if the type is write-only

Generics and subtypes in C#

- In C#, the type parameter of a generic class can be annotated out (covariant) or in (contravariant), otherwise it is invariant.
 Examples:
- **lenumerator** is covariant, because the only method returns an enumerator, which accesses the collection in read-only \equiv

```
public interface IEnumerable<out T> : [...] {
   public [...]IEnumerator<out T> GetEnumerator ();
}
```

IComparable is contravariant, because the only method has an argument of type T

```
public interface IComparable<in T> {
   public int CompareTo (T other);
}
```



Co- and Contra-variance in Scala

 Also Scala supports co/contra-variance annotations (+ and +) for type parameters:

```
class VendingMachine[+A]{...}

class GarbageCan[-A]{...}

trait Function1[=T, +R] extends AnyRef
{ def apoly(v1: T): R }
```

http://blog.kam.or.me/Covariance-And-Contravariance-In-Scala/

A digression: Java arrays

- Arrays are like built-in containers
 - Let Type1 be a subtype of Type2.
 - How are Type1 [] e Type2 [] related?
- Consider the following generic class, mimicking arrays:

```
class Array<T> {
    public T get(int i) { ... "op" ... }
    public T set(T newVal, int i) { ... "op" ... }
}
```

According with Java rules, Array<Type1> and Array<Type2> are not related by subtyping

But instead...

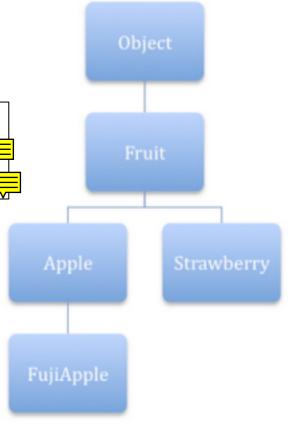
- In Java, if Type1 is a subtype of Type2, then Type1[] is a subtype of Type2[]. Thus Java arrays are covariant.
- Java (and also C#, .NET) fixed this rule before the introduction of generics.
- Without covariance, a new sort method is needed for each reference type different from Object!
- But sorting does not insert new objects in the array, thus it cannot cause type errors if used covariantly

Problems with array covariance

Even if it works for sort, covariance may cause type errors in general

```
Apple[] apples = new Apple[1];
Fruit[] fruits = apples; //ok, covariance
fruits[0] = new Strawberry(); // compiles!
```

This breaks the general Java rule: For each reference variable, the **dynamic type** (type of the object referred by it) must be a **subtype** of the **static one** (type of declaration).



Java's design choices

```
(1) Apple[] apples = new Apple[1];
(2) Fruit[] fruits = apples; //ok, covariance
(3) fruits[0] = new Strawberry(); // compiles!
```

- The dynamic type of an array is known at runtime
 - During execution the JVM knows that the array bound to **fruits** is
 of type Apple[] (or better [LApple; in JVM type syntax)
- Every array update includes a run-time check ≡
- Assigning to an array element an object of a noncompatible type throws an ArrayStoreException
 - Line (3) above throws an exception



Recalling "Type erasure"

All type parameters of generic types are transformed to Object or to their first bound after compilation ■

- Main Reason: backward compatibility with legacy code
- Thus at run-time, all the instances of the same
 - generic type have the same type

```
List<String> lst1 = new ArrayList<String>();
List<Integer> lst2 = new ArrayList<Integer>();
lst1.getClass() == lst2.getClass() // true
```

Array covariance and generics

- Every Java array-update includes run-time check, but
- Generic types are not present at runtime due to type erasure, thus
- Arrays of generics are not supported in Java
- In fact they would cause type errors not detectable at runtime, breaking Java strong type safety

```
List<String>[] lsa = new List<String>[10]; // illegal ==
Object[] oa = lsa; // OK by covariance of arrays ==
List<Integer> li = new ArrayList<Integer>();
li.add(new Integer(3));
oa[0] = li; // should throw ArrayStoreExeception, ==
    // but JVM only sees "oa[0]:List = li:ArrayList"
String s = lsa[0].get(0); // type error !! ==
```

Wildcards for covariance

- Invariance of generic classes is restrictive ≡
- Wildcards can alleviate the problem
- What is a "general enough" type for addAll?

```
interface Set<E> {
   // Adds to this all elements of c
   // (not already in this)
   void addAll(??? c);
}
```

- void addAll(Set<E> c) // and List<E>?
- void addAll (Collection<E> c) =
 // and collections of T <: E?
- void addAll(Collection<? extends E> c); // ok =

Wildcards, for both co- and contra-variance

- wildcard = anonymous variable
 - ? Unknown type
 - Wildcard are used when a type is used exactly once, and the name is unknown
 - They are used for use-site variance (not declaration-site variance)
- Syntax of wildcards:
 - ? extends Type, denotes an unknown subtype of Type
 - ?, shorthand for ? extends Object ≡
 - ? super Type, denotes an unknown supertype of Type

The "PECS principle": Producer Extends, Consumer Super

When should wildcards be used?

- Use ? extends T when you want to get values (from a producer): supports covariance ≡
- Use ? super T when you want to insert values (in a consumer): supports contravariance =
- Do not use ? (T is enough) when you both obtain and produce values.

Example:

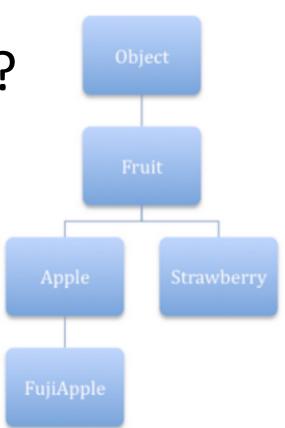
What about type safety?

Arrays covariance:

```
Apple[] apples = new Apple[1];
Fruit[] fruits = apples;
fruits[0] = new Strawberry();
// JVM throws ArrayStoreException
```



```
List<Apple> apples = new ArrayList<Apple>();
List<? extends Fruit> fruits = apples;
fruits.add(new Strawberry());
    // compile-time error!!!
```



The price to pay with wildcards

 A wildcard type is anonymous/unknown, and almost nothing can be done:

```
List<Fruit> fruits = new ArrayList<Fruits>();
List<? super Apples> apples = fruits; //contravariance apples.add(new Apple()); // OK apples.add(new FujiApple()); // OK apples.add(new Fruit()); // compile-time error, OK Fruits f = apples.get(0); // compile-time error???

Object o = apples.get(0); //ok, the only way to get
```

Limitations of Java Generics

Mostly due to "Type Erasure":

Cannot Instantiate Generic Types with Primitive Types

```
ArrayList<int> a = ... //does not compile
```

- Cannot Create Instances of Type Parameters
- Cannot Declare Static Fields Whose Types are Type Parameters

```
public class C<T>{ public static T local; ...}
```

Cannot Use casts or instanceof With Parameterized Types

```
(list instanceof ArrayList<Integer>) // does not compile
(list instanceof ArrayList<?>) // ok
```

- Cannot Create Arrays of Parameterized Types
- Cannot Create, Catch, or Throw Objects of Parameterized Types
- Cannot Overload a Method Where the Formal Parameter Types of Each Overload Erase to the Same Raw Type

```
public class Example { // does not copile
public void print(Set<String> strSet) { }
public void print(Set<Integer> intSet) { } }
```