


Generics



Class Box

- Int x
- Int y
- Int z

Class Box

- String s1 : Sparrow
- String s2 : Eagle
- String s3 : Crow

Class Box

- String s : Sparrow
- int x : 10 cm
- int y : 20 gm

" LLD Notes "

→ Internet
Download
Manager

→ Traffic
Control

→ Image
Painting
:

Java generics provides us a way to create classes, methods and interfaces using type parameters.

T extends
Number

Extends keyword means that T extends the upper bound in case you supply an object that extends Number class or implements Number Interface.

Number

|
integer. Double long

Bounded generics

→ generic classes

→ generic methods

→ wild card (?) represents an unknown type.

→ Bounded generics

↓
Restrict
the
type to
"few classes"

→ RawTypes → generic interface

```
void printList ( List<?> list ) {
```

```
    |||
```

```
}
```

AnimalBox → can hold any kind of Animals.

Upper Bound:

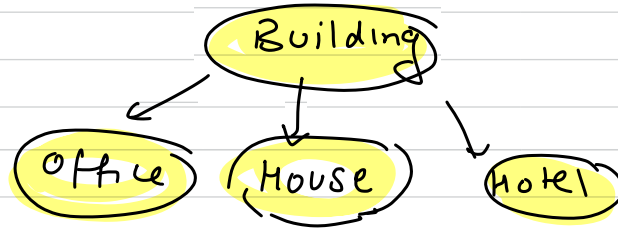
class NumberBox < T extends Number >

NumberBox < Integer >

NumberBox < Double >

NumberBox < user >

T must be
subclass Number
or they implement
Number
interface.



paint All Buildings (list < Building > l) {

|||

}

List<Building> l = _____, (work)

List<House> eh = _____ (not work)
print All Building (==);

print All Buildings (List<? extends Building>) {

}

Homework:

↳ Lower Bound (super)

? super className

Type Erasure

```
class Box<T> {
    T data
```

|||

After compilation:

class Box ↗

object data;

{ internally }

}