

Programming Assignment 3: Java Generics

As a warmup for this lab, read Gilad Bracha's paper on Java Generics (In Moodle "Generics Paper").

Then, work out the following problems:

1. Write a generic method to count the number of elements in a collection that have a specific property (for example, odd integers, prime numbers, palindromes).

2. Will the following class compile? If not, why?

```
public final class Algorithm {  
    public static <T> T max(T x, T y) {  
        return x > y ? x : y;  
    }  
}
```

3. Write a generic method to exchange the positions of two different elements in an array.

4. What is the following class converted to after type erasure?

```
public class Pair<K, V> {  
  
    public Pair(K key, V value) {  
        this.key = key;  
        this.value = value;  
    }  
  
    public K getKey(); { return key; }  
    public V getValue(); { return value; }  
  
    public void setKey(K key)      { this.key = key; }  
    public void setValue(V value) { this.value = value; }  
  
    private K key;  
    private V value;  
}
```

5. Will the following method compile? If not, why?

```
public static void print(List<? extends Number> list) {  
    for (Number n : list)  
        System.out.print(n + " ");  
    System.out.println();  
}
```

6. Write a generic method to find the maximal element in the range
[begin, end) of a list.

7. Will the following class compile? If not, why? public class

```
Singleton<T> {  
  
    public static T getInstance() {  
        if (instance == null)  
            instance = new Singleton<T>();  
  
        return instance;  
    }  
  
    private static T instance = null;  
}
```