Celem zadania była implementacja klasy generycznej Triple <T1, T2, T3> wraz z pewnymi określonymi warunkami. Mój program składa się z 3 plików źródłowych: Main.java, Triple.java, ReverseTripleComparator.java i implementuje wszystkie warunki postawione w treści zadania.

Kod Programu Main.java

```
System.out.println(triple5.equals(triple8)); // true

System.out.println(triple1.equals(triple2 as an object?");
System.out.println(triple1.equals(triple2)); // false

System.out.println(triple1.equals(triple1)); // false

System.out.println(triple5.equals(triple10)); // false

System.out.println(triple5.equals(triple10)); // false

System.out.println(triple5.equals(triple10)); // false

System.out.println(triple5.equals(triple3)); // true

List<Triple<Integer, String, Double>> list = new ArrayList<>();
list.add(triple4);
list.add(triple4);
list.add(triple4);
list.add(triple6);
list.add(triple6);
list.add(triple6);
list.add(triple6);
list.add(triple9);
list.add(triple9);
list.add(triple9);
list.add(triple10);

System.out.println(t\nComparable*);

for (Triple<Integer, String, Double> t : list) {
    System.out.println(t\nComparable*);

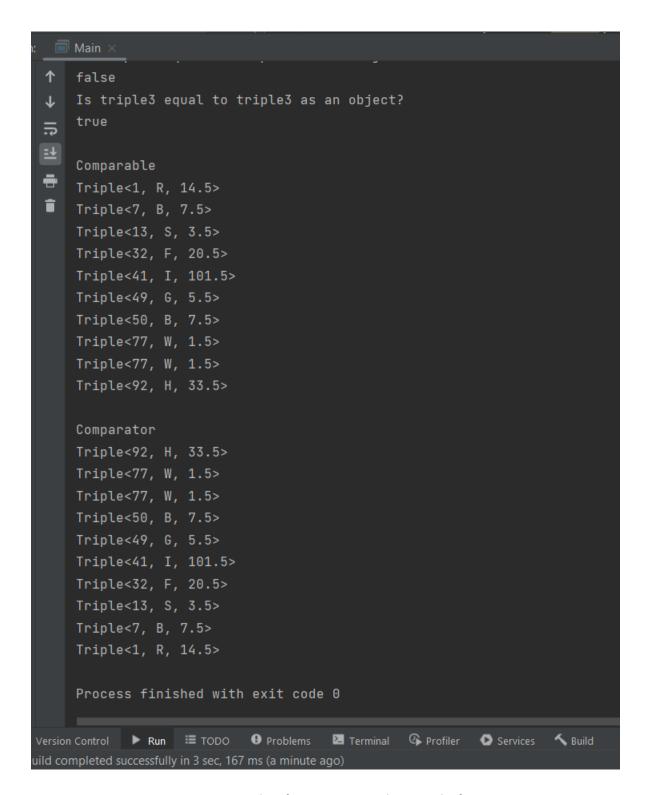
    System.out.println(t\nComparable*);
```

Triple.java

ReverseTripleComparator.java

Działanie programu w konsoli

```
"C:\Pr{ogram \ Files \setminus Java \setminus jdk-19 \setminus bin \setminus java.exe" \ "-javaagent:C:\Pr{ogram \ Files \setminus JetBrains \setminus Intell \ Files \setminus JetBrains \setminus JetBrain
          Triple1: Triple<50, B, 7.5>
          Triple2: Triple<7, B, 7.5>
          Triple3: Triple<1, R, 14.5>
         Triple4: Triple<13, S, 3.5>
         Triple5: Triple<77, W, 1.5>
         Triple6: Triple<32, F, 20.5>
         Triple7: Triple<49, G, 5.5>
          Triple8: Triple<77, W, 1.5>
         Triple9: Triple<41, I, 101.5>
         Triple10: Triple<92, H, 33.5>
          Is triple5 equal to triple8 as an object?
         true
         Is triple1 equal to triple2 as an object?
         Is triple5 equal to triple10 as an object?
          Is triple3 equal to triple3 as an object?
          true
          Comparable
         Triple<1, R, 14.5>
         Triple<7, B, 7.5>
         Triple<13, S, 3.5>
         Triple<32, F, 20.5>
          Triple<41, I, 101.5>
         Triple<49, G, 5.5>
         Triple<50, B, 7.5>
         Triple<77, W, 1.5>
ion Control 🕨 Run 🗏 TODO 🌖 Problems 🔼 Terminal 🚱 Profiler 🐧 Services 🔨 Build
completed successfully in 3 sec, 167 ms (moments ago)
```



Running the programme via a terminal

```
PS C:\Users\Maciek\Desktop\lab2\zadi> javac Main.java
PS C:\Users\Maciek\Desktop\lab2\zadi> java Main
Triple1: Triple<50, 8, 7.5>
Triple2: Triple<7, 8, 7.5>
Triple3: Triple<13, 8, 3.5>
Triple4: Triple<13, 8, 3.5>
Triple5: Triple<77, W, 1.5>
Triple6: Triple<77, W, 1.5>
Triple7: Triple<42, f, 20.5>
Triple8: Triple<41, I, 101.5>
Triple9: Triple<41, I, 101.5>
Triple10: Triple<92, H, 33.5>

Is triple5 equal to triple8 as an object?
false
Is triple5 equal to triple10 as an object?
false
Is triple5 equal to triple3 as an object?
true

Comparable
Triple<7, R, 14.5>
Triple<7, R, 7.5>
Tripl
```

