# 301AA - Advanced Programming [AP-2017]

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**AP-2018-15**: Java Generics

# 301AA - Advanced Programming

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Course pages:

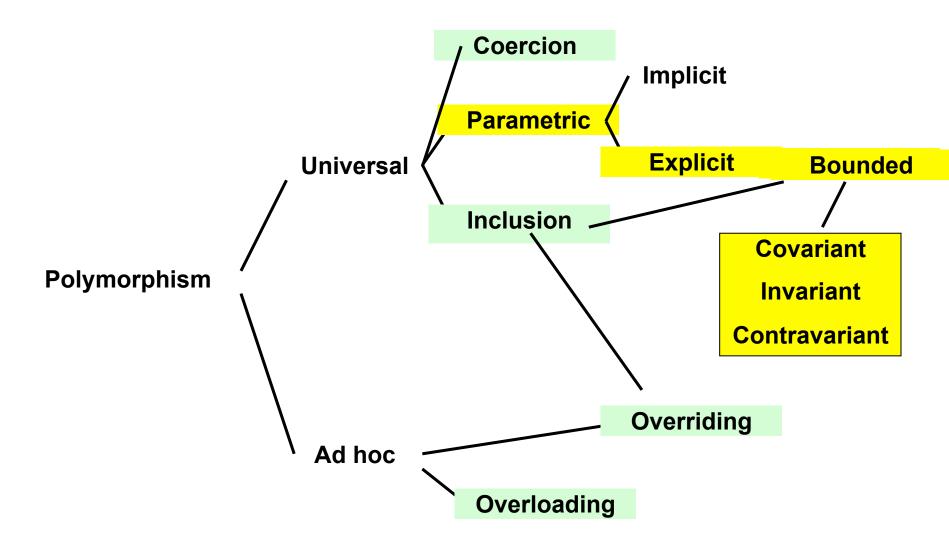
http://pages.di.unipi.it/corradini/Didattica/AP-18/

**AP-2018-15**: 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 arbitrarly 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:

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

# 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<B>, 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<B> 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> {
                          lisNum = lisInt;
  boolean add(T elt);
                          lisNum.add(new Number(...));//no
  T get(int index);
                          listInt = lisNum; // ???
                          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> {
                                            Number
  T get(int index);
                                            Integer
type List<Number>:
  Number get(int index);
type List<Integer>:
  Integer get(int index);
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

```
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 apply(v1: T): R }

http://blog.kamkor.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...

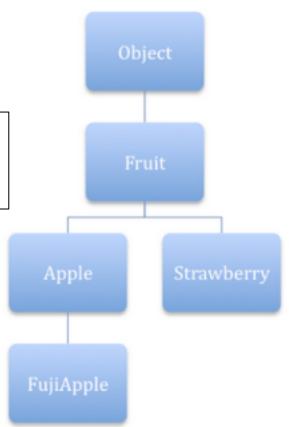
- In Java, if Type1 is a subtype of Type2, then
   Type1 [] is a subtype of Type2 []. Thus Java
   arrays are covariant.
- Java (and also C#, .NET) fixed this rule before the introduction of generics.
- Why? Think to void sort(Object[] o);
- Without covariance, a new sort method is needed for each reference 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

### 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?</li>
- 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:

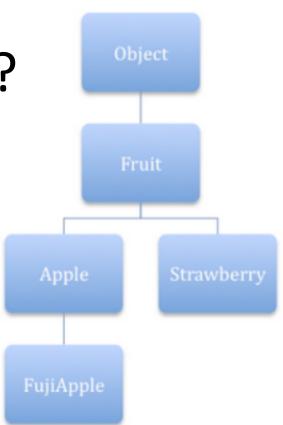
# What about type safety?

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<Apple> apples = new ArrayList<Apple>();
List<? extends Fruit> fruits = apples; //covariance
fruits.add(new Strawberry()); // compile-time error! OK
Fruits f = fruits.get(0); // OK
fruits.add(new Apple()); // compile-time error???
fruits.add(null); //ok, the only thing you can add
```

```
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) { } }
```