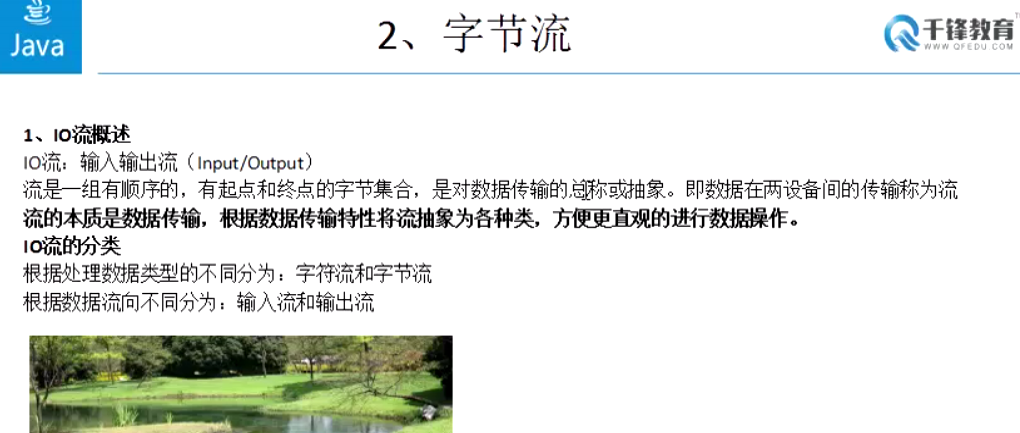
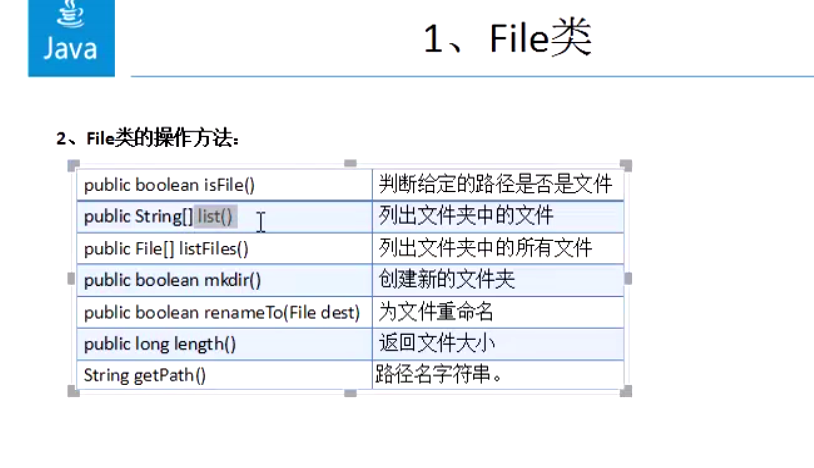
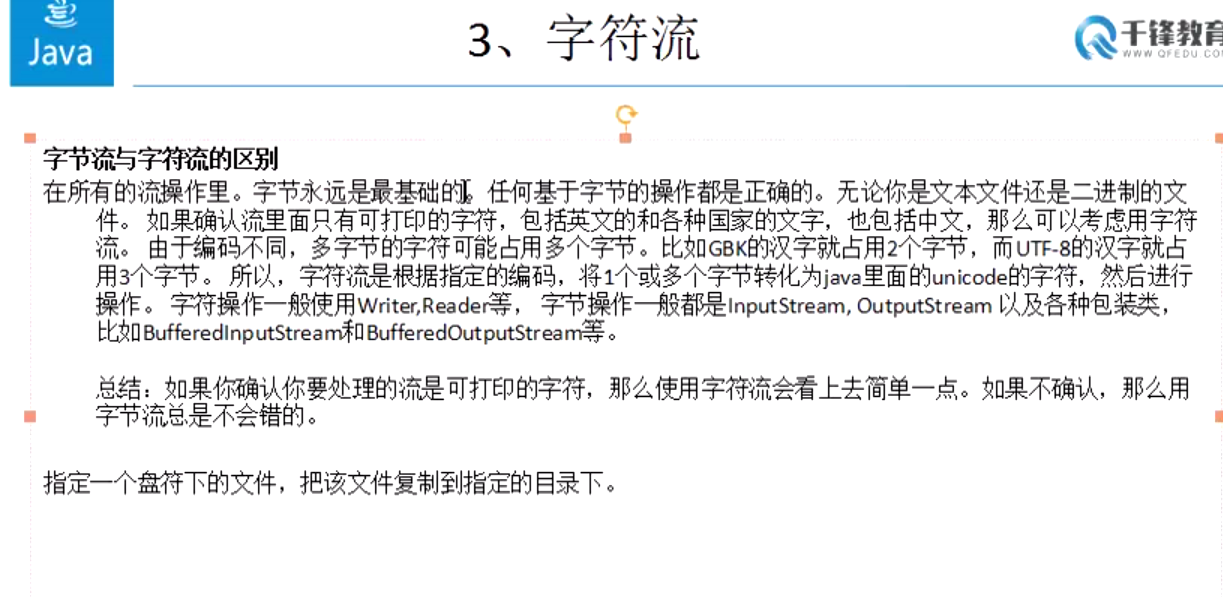
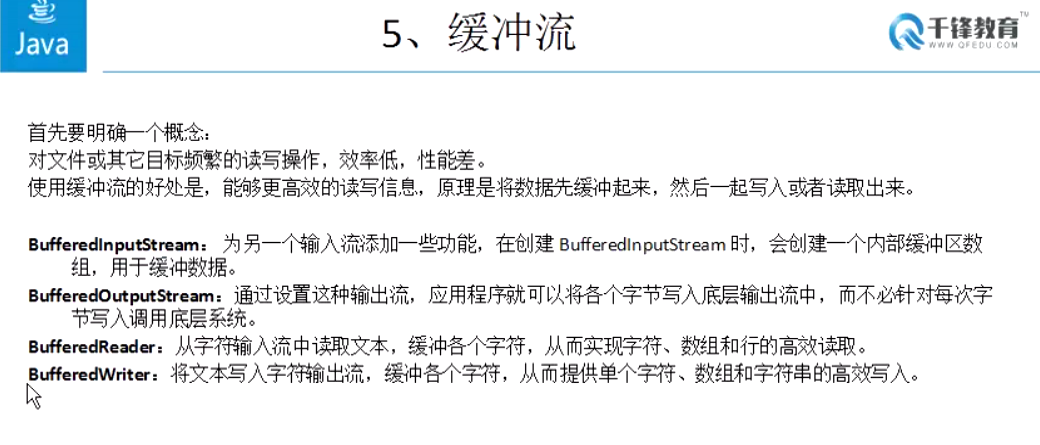
# 1.IO流

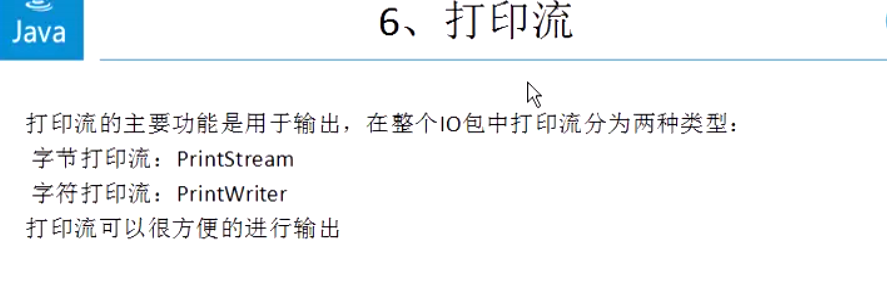


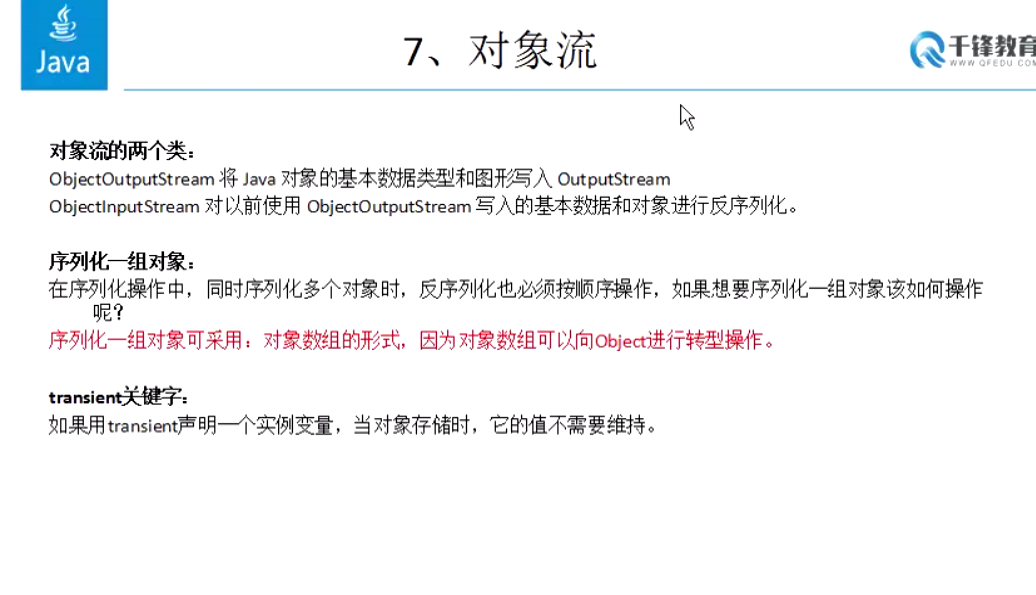


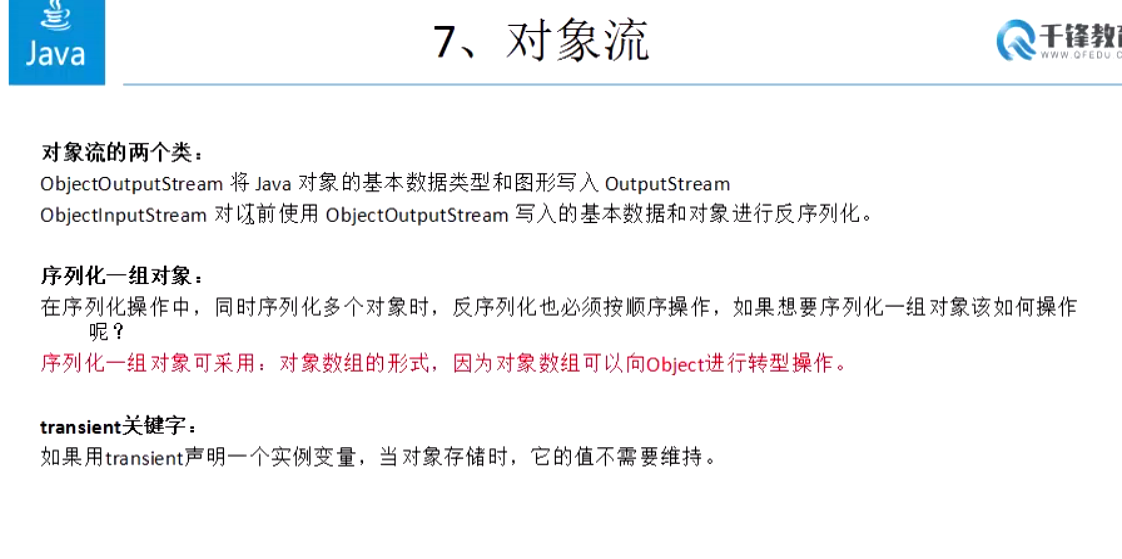


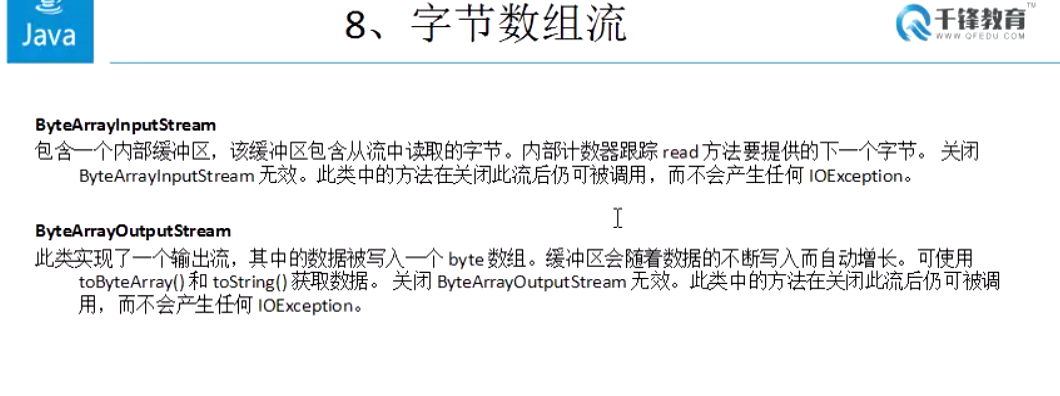


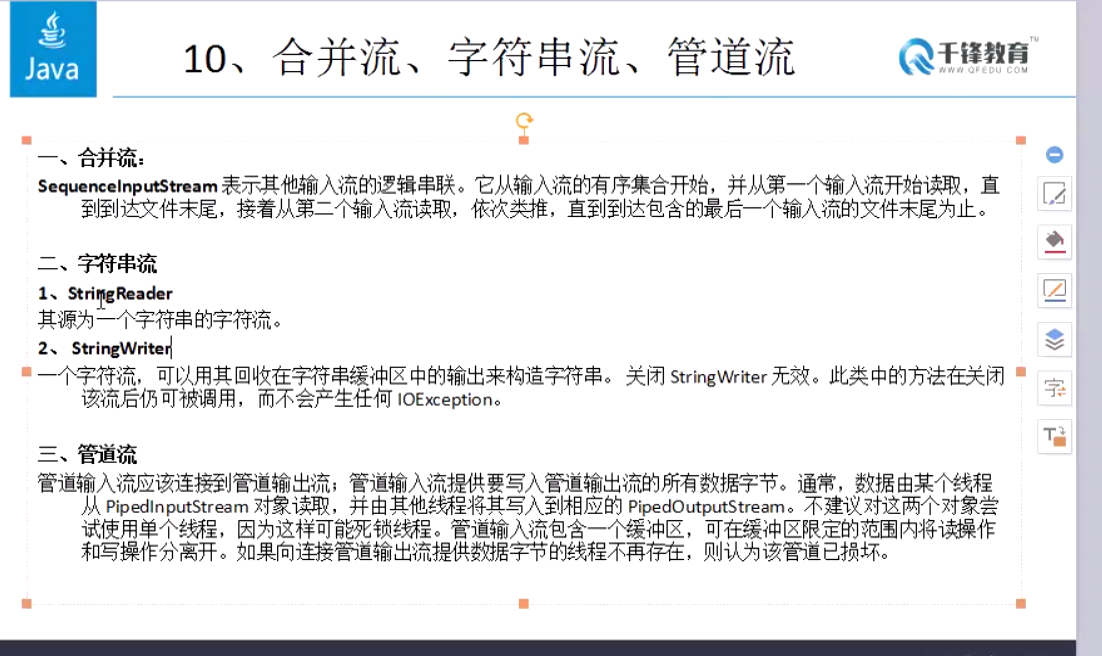


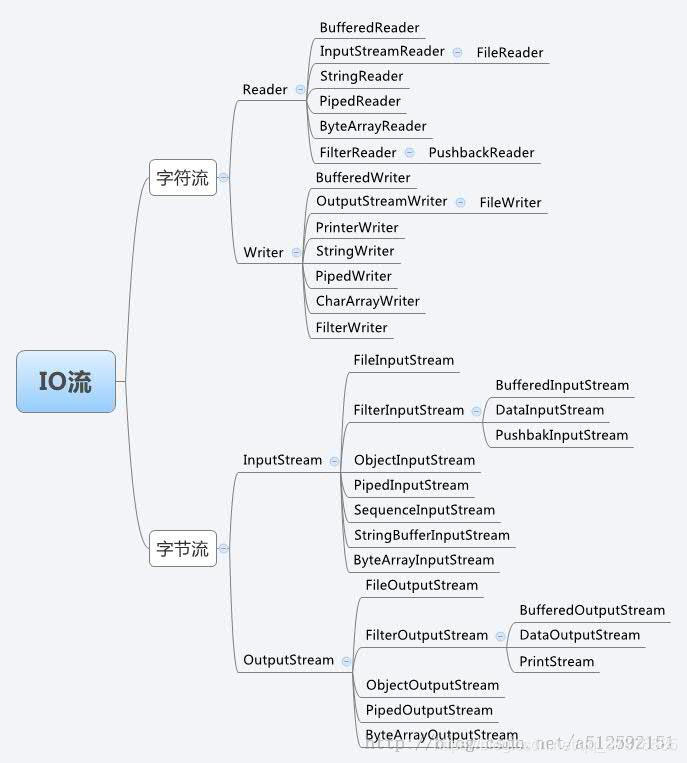
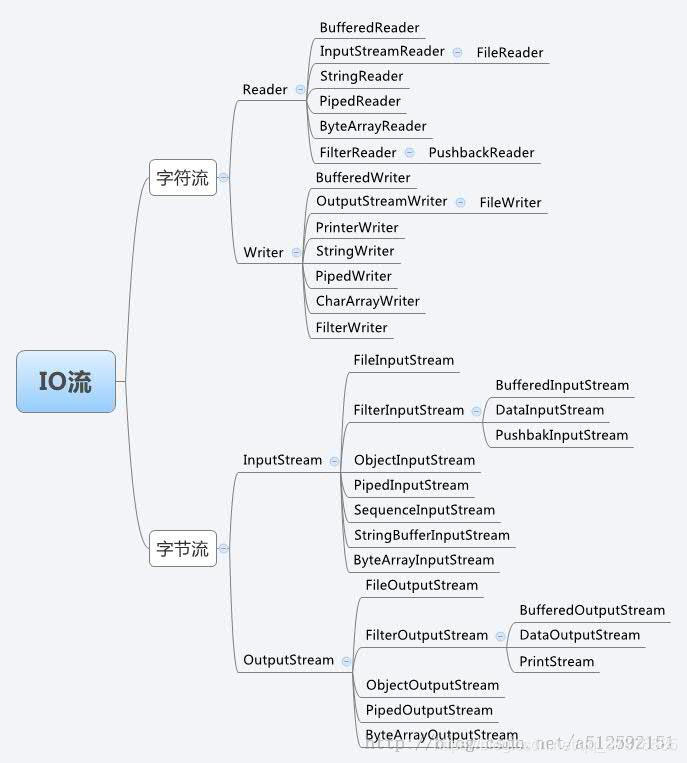












# 泛型

# 好处：

在运行时遇到的类型转换问题转换到编译期

## 泛型类定义格式：

[访问权限] class 类名称<泛型类型1,泛型类型2,…泛型类型3>{

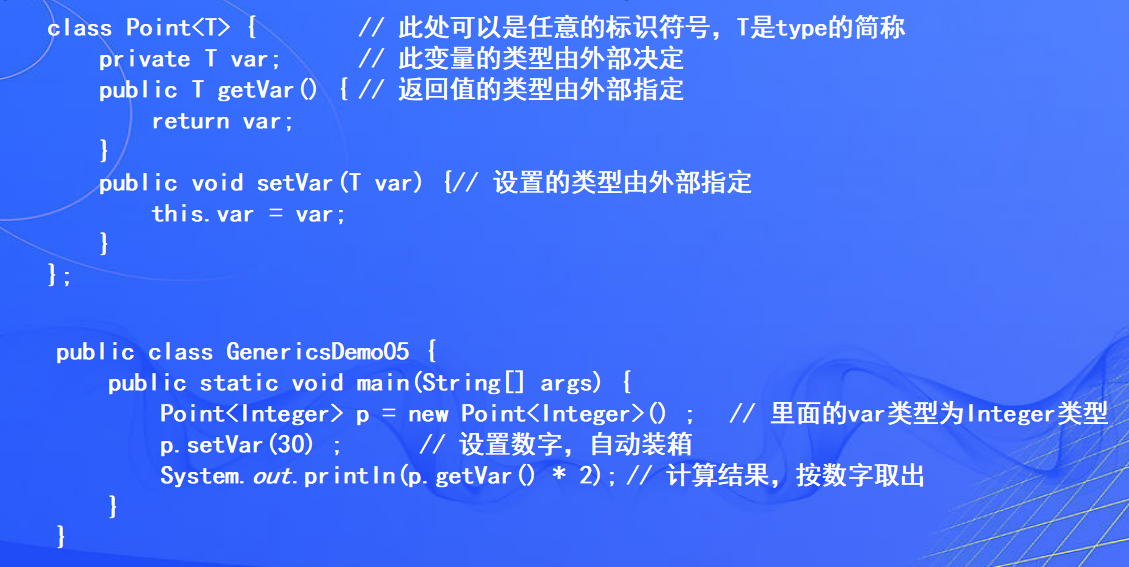
[访问权限] 泛型类型标识 变量名称 ;

[访问权限] 泛型类型标识 方法名称(){} ;

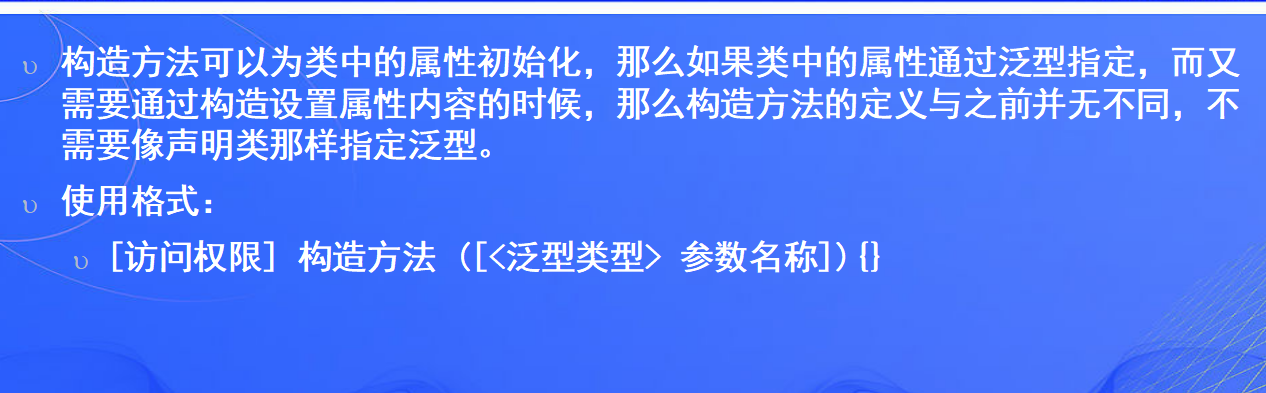
[访问权限] 返回值类型声明 方法名称(泛型类型标识 变量名称){} ;}

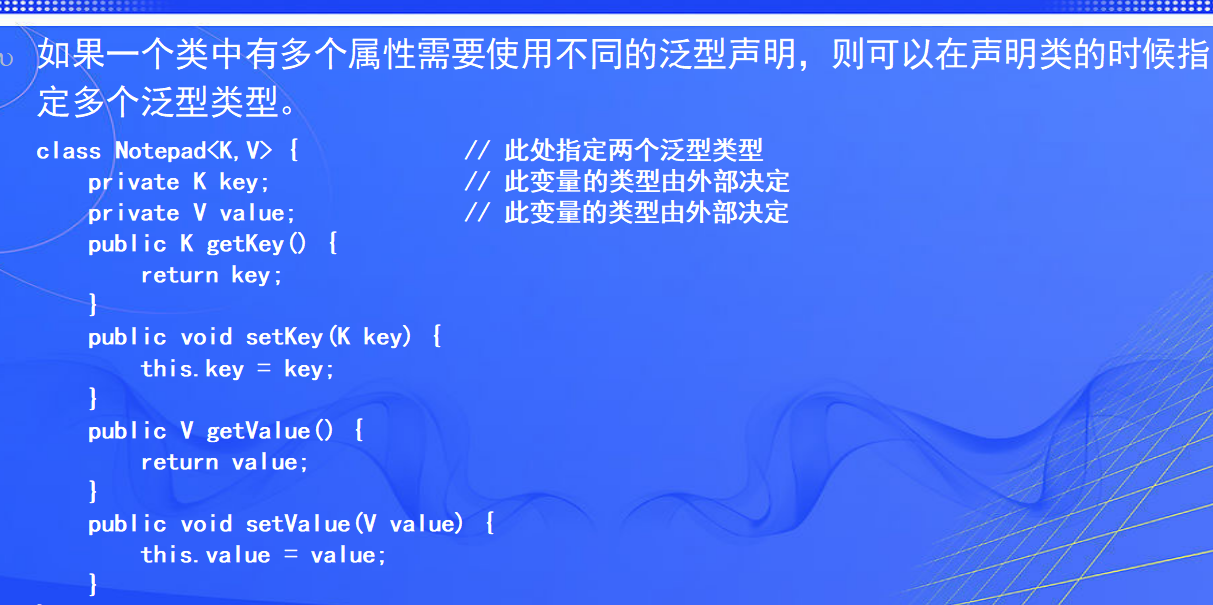
泛型对象定义

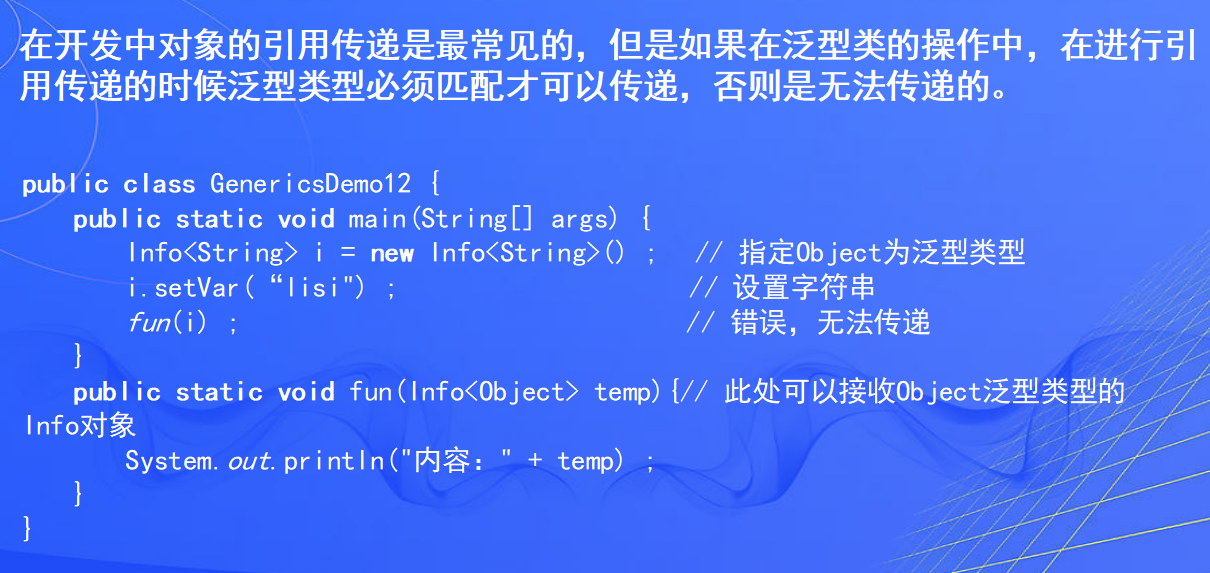
类名称<具体类> 对象名称 = new 类名称<具体类>() ;

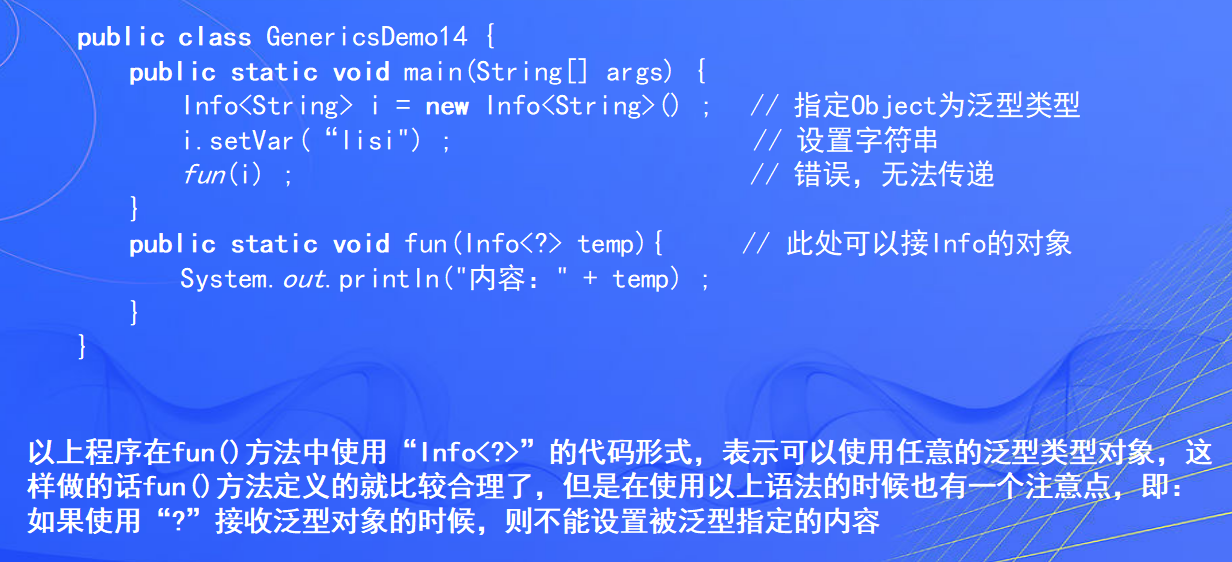


## 构造方法可以为类中的属性初始化

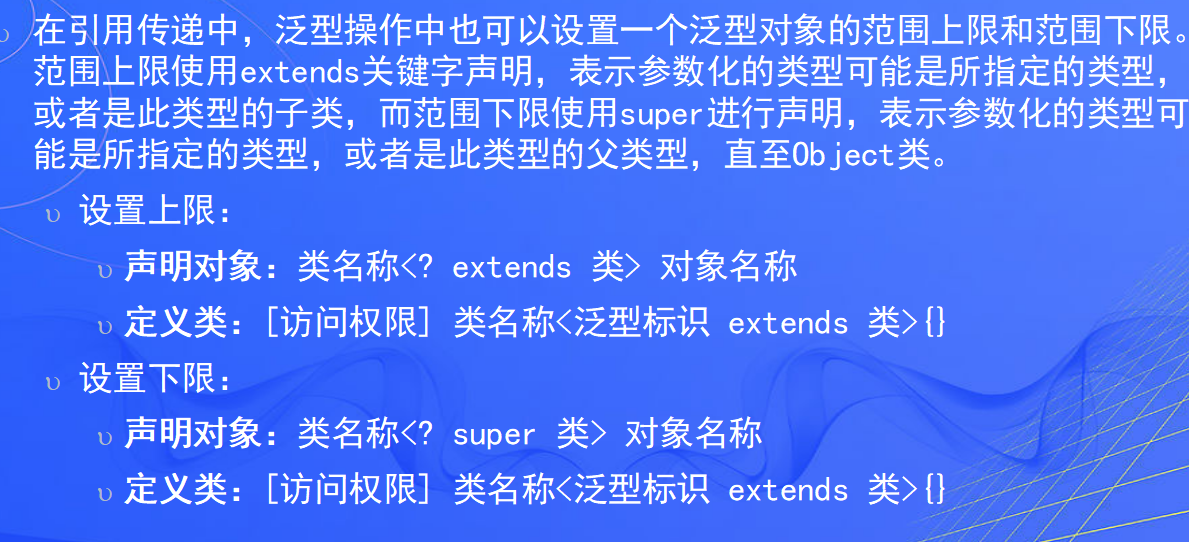




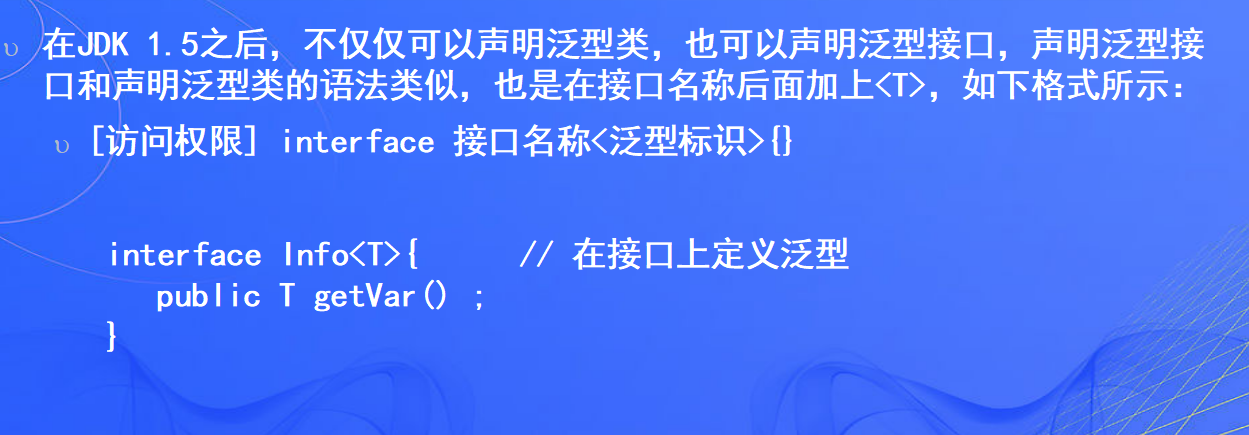




# 受限泛型



# 接口泛型



## 实现方式

