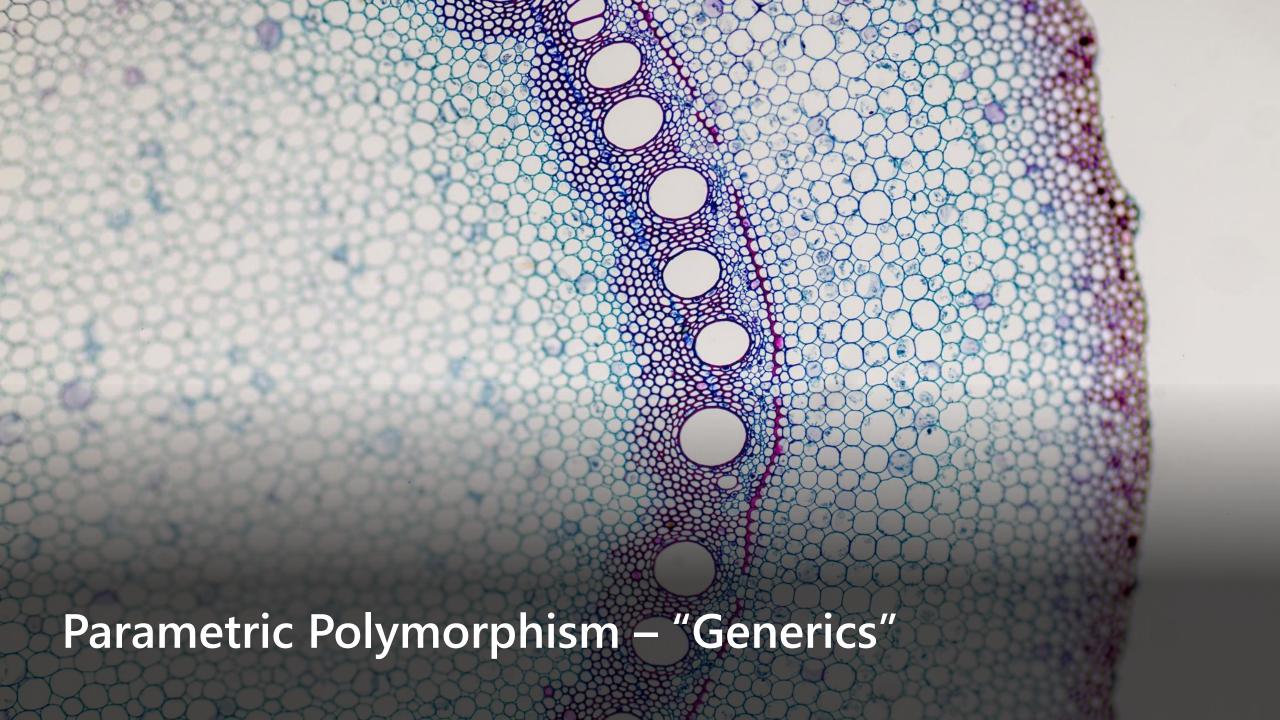
C[#] Generics, Collections, Iterators, and Regular Expressions

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Generics

Built-in

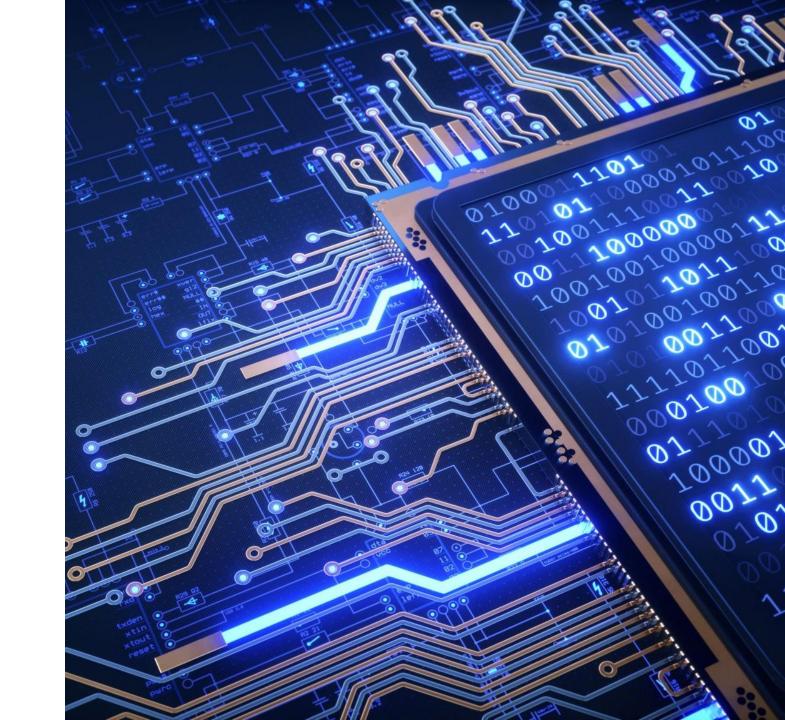
Iterators

Collections

Create your own?

Type Constraints

(Co- and contravariance)

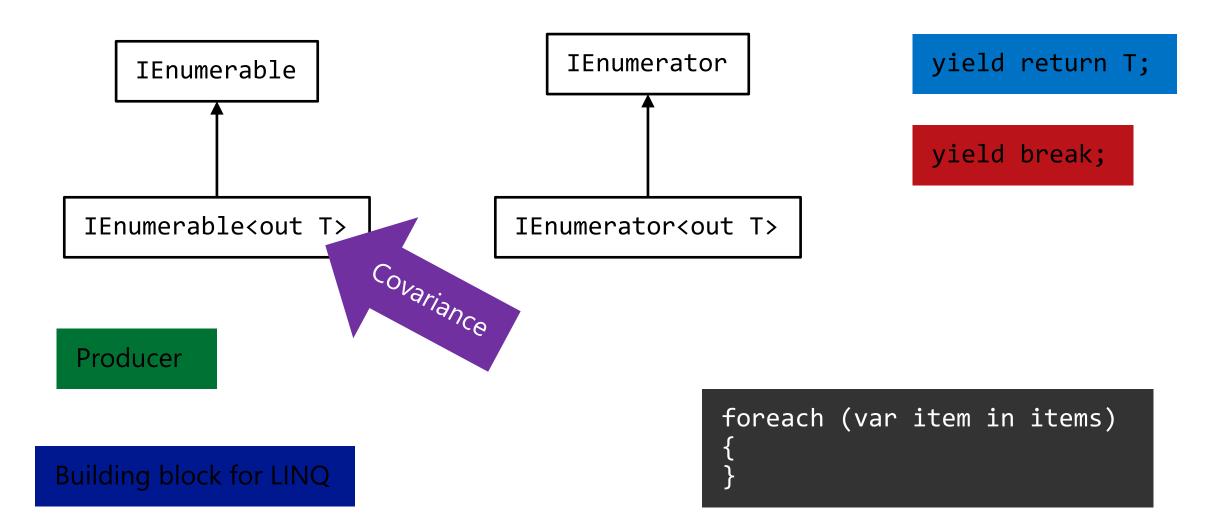


ArrayList → List<T>

```
// Non-generic
IList list = new ArrayList();
list.Add("hello");
var s = (string)list[0];
// Generic
IList<string> list = new List<string>();
list.Add("hello");
var s = list[0];
```



Iterators

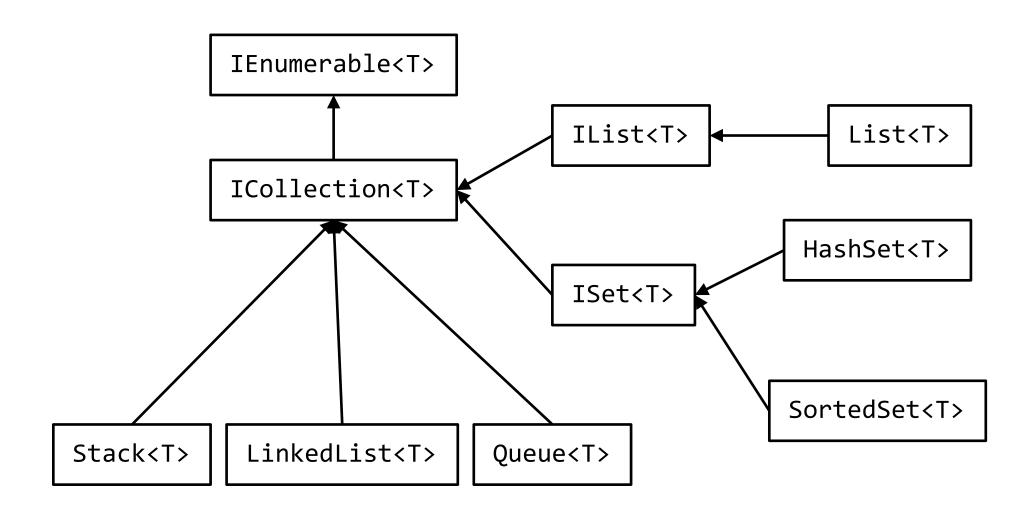


Iterators

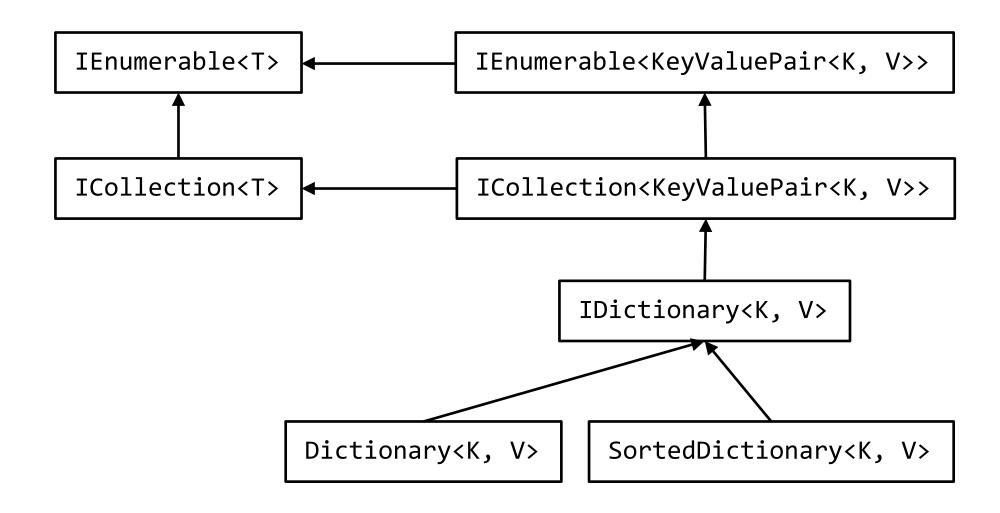




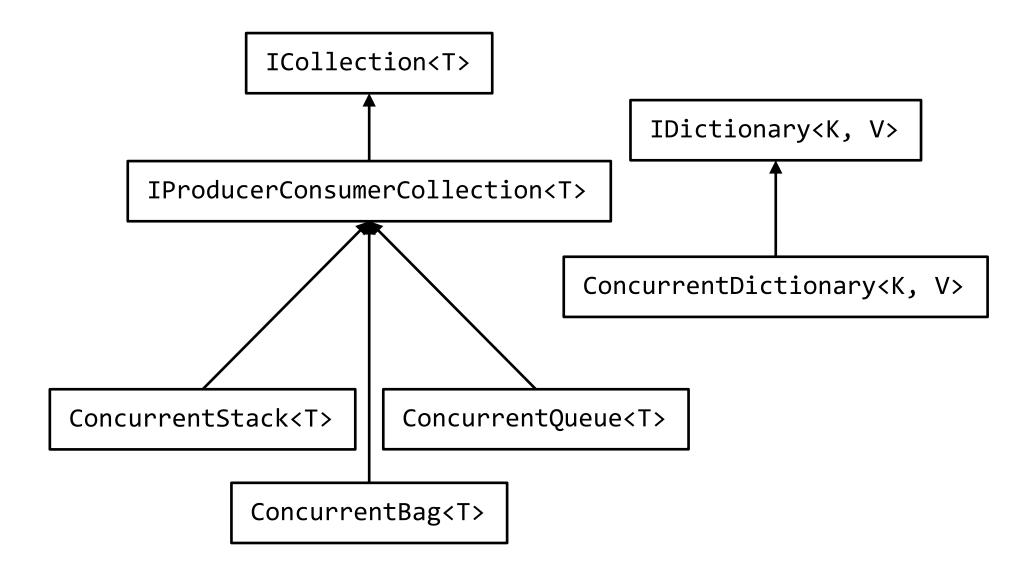
System.Collections.Generic



System.Collections.Generic 2



System.Collections.Concurrent



Generic Collections

Create your own generic class 2

```
class MyMap<TKey, TValue>
{
    void Add(TKey key, TValue value) { }
    bool ContainsKey(TKey key) { }
    bool ContainsValue(TValue key) { }
    TValue this[TKey key] { get; set; }
}
```

Create your own generic method

```
public string Serialize<T>(T obj) {}
public T2 Convert<T1, T2>(T1 obj) { }
```

Type constraints

```
public class MyConstrainedGenericClass<T>
    where T : class, new() { }
public class MyConstrainedGenericClass<T>
    where T : struct { }
public class MyConstrainedGenericClass<T1, T2>
    where T1 : Foo
    where T2 : IBar { }
public T2 MyConstrainedMethod<T1, T2>(T1 item)
    where T1 : Foo
    where T2 : IBar, new() { }
```

Custom Generics



Variance

Covariance

Enables you to use a more derived type than originally specified. You can assign an instance of IEnumerable Coerived to a variable of type IEnumerable Coerived Passe.

Contravariance

Enables you to use a more generic (less derived) type than originally specified.

You can assign an instance of Action < Base > to a variable of type Action < Derived > .

Invariance

Means that you can use only the type originally specified. An invariant generic type parameter is neither covariant nor contravariant.

You cannot assign an instance of List < Base > to a variable of type List < Derived > or vice versa.

https://docs.microsoft.com/en-us/dotnet/standard/generics/covariance-and-contravariance

Built-in generics

```
public interface IComparer<in T>
                                   Contravariance
    int Compare(T x, T y);
public interface IEnumerable<out T> : IEnumerable
    IEnumerator<T> GetEnumerator();
```

Covariance and Contravariance



Enumeration Types



Regular expressions 1

*	Zero or more times the previous character	
+	Once or more times the previous character	
?	Zero or one time the previous character	
•	Any single character (not \n)	
\s	Any whitespace character (e.g. tab)	
\S	Any non-whitespace character	
\b	Word boundary	
\B	Any non-word boundary position	
\w	Any word character (a-z, A-Z, 0-9)	
\W	Any non-word character	
^	Start of the input text	
\$	End of the input text	

Regular expressions 2

[1c]	matches character '1' or 'c'
[a-z]	matches all lower-case letters
[a-zA-Z]	matches all letters
[0-9]+	matches integer numbers
[0-9]+\.[0-9]+	matches a floating point
[0-2][0-9]:[0-5][0-9]	matches a time e.g. 12:34

https://docs.microsoft.com/en-us/dotnet/standard/base-types/regular-expression-language-quick-reference

Regular expressions 3

[^abc]	matches character not in 'a', 'b', or 'c'
(capture) (?:non) (? <name>name)</name>	capturing group, non-capturing group, named capturing group
[a-z]+(\d{5})	matches a standard Danish license plate where the numeric part is a capturing group
(? <given_name>\w+) (?<surname>\w+)</surname></given_name>	matching a given name followed by a surname (named capturing groups)
(?:Jane John) (\w+) (?:Doe)	matching the middle name of Jane or John Doe

Regular Expressions

