

```
public class Rectangle<T> {
    T width;
    T breadth;
}
```

```
public class Rectangle {
    Object width;
    Object breadth;
}
```

```
public class Rectangle<T extends Number> {
    T width;
    T breadth;
}
```

```
public class Rectangle {
    Number width;
    Number breadth;
}
```

```
interface Swim {
    void swim();
}
```

```
interface Fight {
    void fight();
}
```

```
interface Dance {
    void dance();
}
```

```
public class Actor implements Dance {
    // state and behaviour
    public void dance() {
    }
}
```

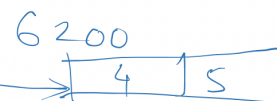
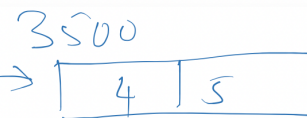
```
public class Hero extends Actor implements Fight, Swim {
    public void fight() {}
    public void swim() {}
}
```

```
Fight f = new Hero();
f.fight();
Dance d = (Dance) f;
d.dance();
```

```
Swim s = (Swim) f;
s.swim();
```

Rectangle r1 = new Rectangle(4,5);

Rectangle r2 = new Rectangle(4,5);



if (r1 == r2)  
3500 == 6200

# Java Streams

