Generics enable types (classes and interfaces) to be parameters when defining classes, interfaces, and methods.

public class Box<T> {

private T item;

public void setItem(T item) {

this.item = item;

}

public T getItem() {

return item;

}

}

\*\* Generic Methods

Public <E> void printData(E data) {

}

\*\*Bounded

Public <E extends Number, String> void printData(E data) {

}