

## Core Java

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## Generic programming

```
Static void Swap Object x, Object y)
2 Object t= x;
   X=4:
3 Sysout ("x="+x+", y=",+y);
P.S.V. main (String[) args) ?
   int il=10, i2=20;
    Swap (il, 12);
    double d= 1.1, d2=22;
    Swap (d1, d2);
    Person PI= new ... (), PZ = rew -- ();
   Swap (P1, P2),
   Swap (P1, d2);
```

Swap (Tx, Ty) Steetic <T> void T is placeholder そ T 七= 水; for data-type. マニリン Sysout ("x="+x+", y=",+y) P.S.V. main (String[) args) & int il=10, i2=20; Swap(il, 12); double d= 1.1, d2=2.2; Swap (d1, d2); Person PI= new ... (), PZ = rew --- () Swap (P1, P2); both args should Shubber <Double>2 map (b1, d2); 11 6& cor )



## Thank you!

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