Generics: Java's ArrayList

31 March 2008 CMPT166 Dr. Sean Ho Trinity Western University



Generics

- We can write classes to define our own ADTs; each instance has attributes of certain type
- But what if we want our ADT to be flexible to handle different types?
- Generics: let type be a parameter
 - When instantiating, specify a type name
- e.g., ArrayList: resizeable array of objects
 - Specify the type of the objects



Example of generics: ArrayList

- Regular Java arrays have a fixed length
 - Can allocate at run-time, but once allocated they stay the same size

```
String[] appleBin = new String[ 10 ];
```

- The class ArrayList expands as necessary import java.util.ArrayList;
 - Instantiate specifying the <element type>:

```
ArrayList<String> appleBin = new ArrayList<String>( 10 );
```

- creates a new empty list of Strings
- initially with enough space for 10 elements

ArrayList methods

- Add a new element to the array:
 - appleBins.add("Fuji");
 - appends to list, expanding list as needed
 - * appleBins.add(0, "Gala");
 - inserts at given position, shifting rest of list
- Accessor set/get methods:
 - appleBins.get(0); // returns "Gala"
 - appleBins.set(0, "Spartan");
 - set() can only modify what has previously been add()ed



More ArrayList methods

Shrink list:

- * appleBin.remove(idx);
- * appleBin.removeRange(start, end); // s ≤ idx < e
- appleBin.remove("Fuji");
 - searches for object and removes first found instance
- Search through list:
 - appleBin.contains("Fuji"); // boolean
 - * appleBin.indexOf("Fuji");



for-each works with ArrayList

- ArrayList is a kind of collection
- Iterate over collections with for-each loop:

```
for ( String appleName : appleBin ) {
    System.out.println("I have a " + appleName + " apple." );
```



ArrayList memory management

- Check current size of list:
 - * appleBin.size();
 - appleBin.isEmpty();
- Increase list's capacity:
 - appleBin.ensureCapacity(100);
 - Faster if about to add() lots
- Shrink list to free up unused space:
 - * appleBin.trimToSize();
- Shallow copy:
 - * appleBin.clone();



Generic/parameterized classes

- You can write your own generic class
 - Specify generic type in angle brackets

- Instantiate:
 - * FruitBasket<Pear> myBasket =
 new FruitBasket<Pear>();



Tips on generics

Constructor name doesn't take type parameter:

```
public FruitBasket<T>( T newitem ) // wrong!
public FruitBasket( T newitem ) // right
```

- Type parameters cannot be primitive types:
 - FruitBasket<int> myBasket // wrong!
 - Use the wrapper classes instead
 - FruitBasket<Integer> myBasket // right
- Cannot use constructors of type parameters:
 - item = new T(); // illegal
- Generics can have multiple type parameters:
 - public class FruitBasket<S, T> {



Type parameter bounds

- Should I allow FruitBasket's item to be any type?
- Specify what superclass or interfaces are needed:
 - public class FruitBasket
 S extends Fruit,
 T extends Fruit & ActionListener & Runnable >
 - When instantiating, the chosen types must be subclasses of the given superclasses
 - And must implement the given interfaces
 - This allows our code to use methods from the given classes/interfaces:
 - T item; item.start();



Generic subclasses

- A generic class can be a subclass of a generic superclass:
 - public class FruitBasket<T> extends Basket<T> {
 - So FruitBasket<Pear> counts as a subclass of Basket<Pear>
 - Type parameters match
 - However, if Pear is a subclass of Fruit, FruitBasket<Pear> is not a subclass of FruitBasket<Fruit>
 - Type parameters must match exactly

