

Generics

Topic of Software Systems (TCS module 2)

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GENERICs

MOTIVATION

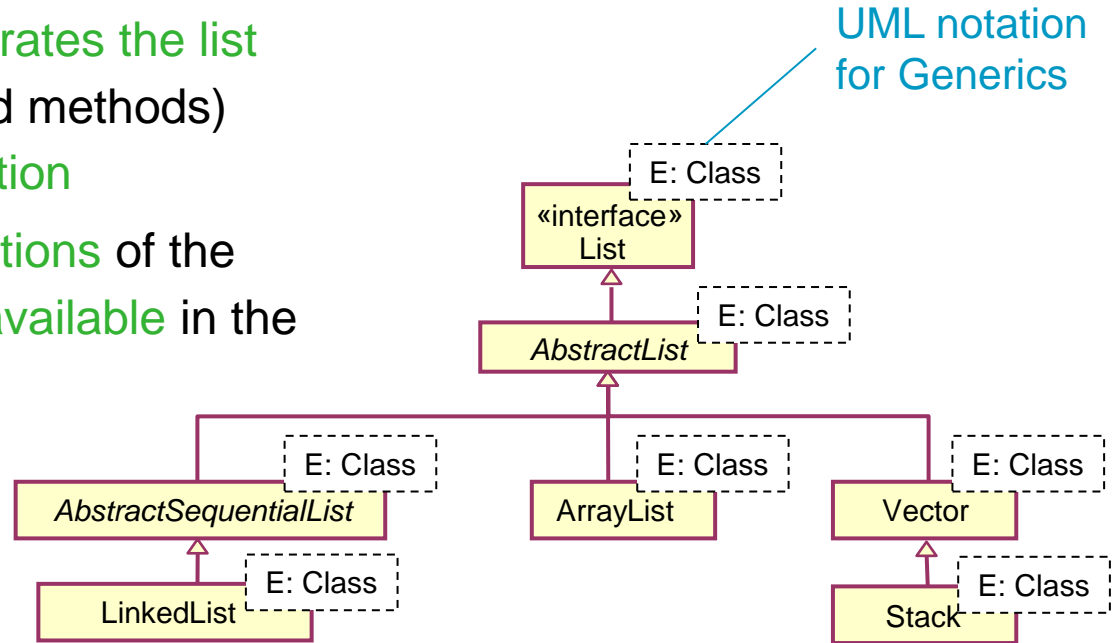
- Earlier video: list of `Students` with methods
- We want to **reuse the list methods** to make lists of elements of **different types** (`Room`, `Date`, etc.)
- **Generics** allow **an interface or class** to have an **element type** as a **'parameter'**, to be replaced by **an 'argument type'** when the object of the class is created
- By defining the `List<E>` interface (`E` is a 'type parameter') we can use the **same list implementations** for lists of **objects of different types**
 - `List<Student>`, `List<Room>`, `List<Date>`, etc.

LIST OF PRIMITIVE VALUES

- Generics classes and interfaces(e.g., `List<E>` interface) **only support reference types**, not primitive types like `int`, `float`, `boolean`, `char`, etc.
- Java offers **wrapper** (reference) types for primitive types
 - `int` → Integer
 - `double` → Double
 - `char` → Character
- List of integer values is denoted as `List<Integer>`
- List of double values is denoted as `List<Double>`, etc.

List<E> IMPLEMENTATIONS

- List<E> interface separates the list concept (and related methods) from its implementation
- Various implementations of the List<E> interface are available in the java.util package



USE OF GENERICS

- Java Collection classes
- Any class that you would like to define over a generic type
- Instantiating a generic type

```
List<Student> sl1 = new ArrayList<Student>();
```

```
class MyOption<E> { ..}
```

```
MyOption<Object> x = new MyOption<Object>();
```