

# C# Generics

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## Understanding the Need for Generics



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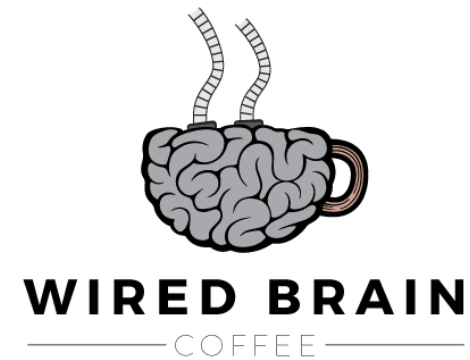


# Module Outline



- **How this course is structured**
- **Implement a stack class for doubles**
- **Make the stack work with any type**
  - **Use object instead of double**
  - **Copy and paste for every type**
  - **Create a generic stack class**
- **Use existing generic classes**





# How This Course Is Structured

**A company that  
runs several  
coffee shops**

**They want a  
.NET console app  
to load and save  
employees and  
organizations**

**They want you and  
me as a team  
to build the  
.NET console app**



# How This Course Is Structured

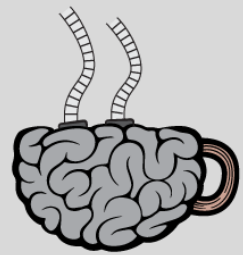
**Understanding the Need for Generics**

**Implementing Generic Classes**

**Working with Generic Interfaces**

**Creating Generic Methods and Delegates**

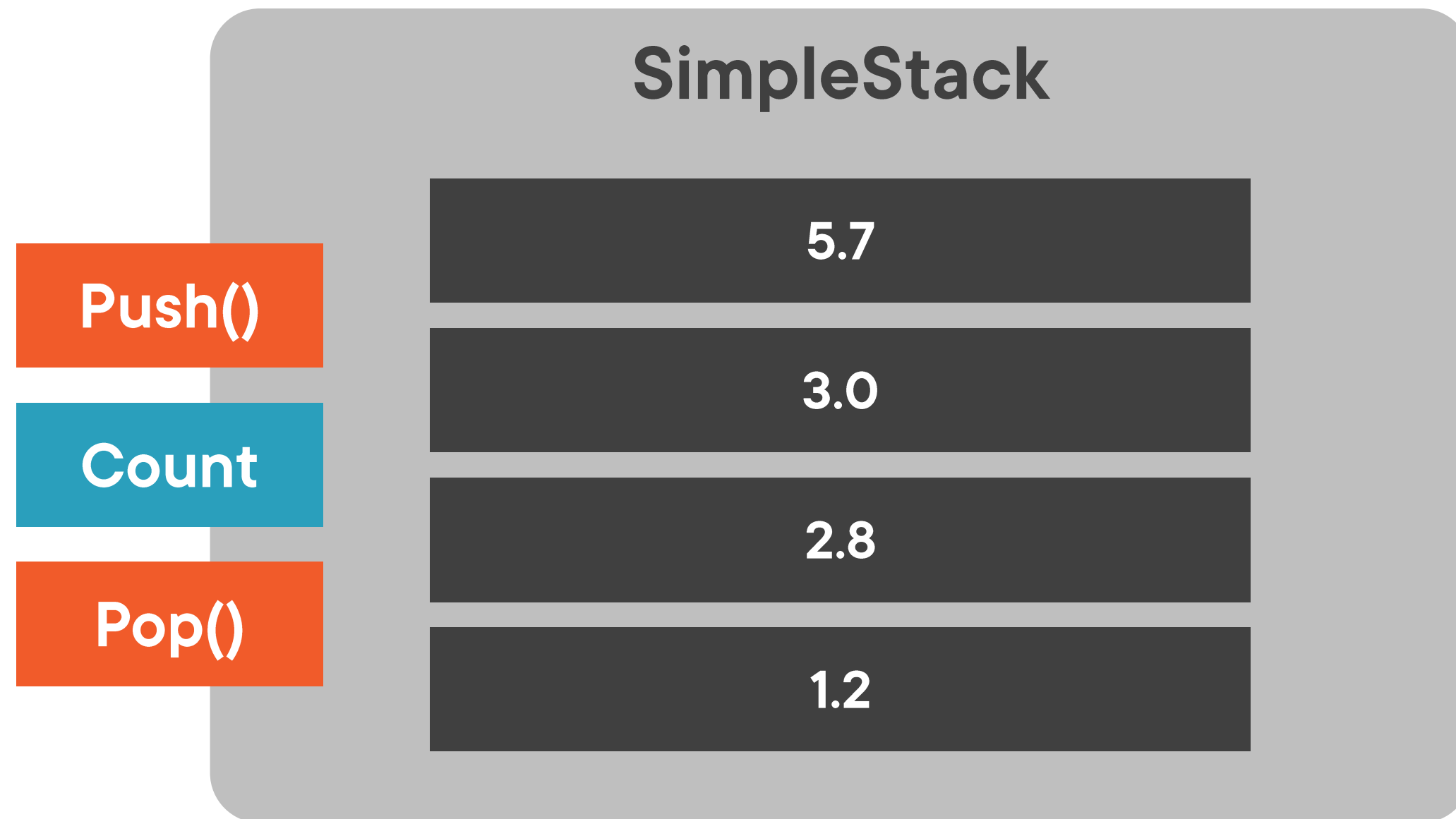
**Knowing the Special Cases with Generics**



**WIRED BRAIN**  
— COFFEE —



# Implement a Stack Class for Doubles



Why implementing  
another **Stack** class?



1. Implementing a Stack class  
is a great exercise



2. It will help you to understand  
the need for Generics in C#





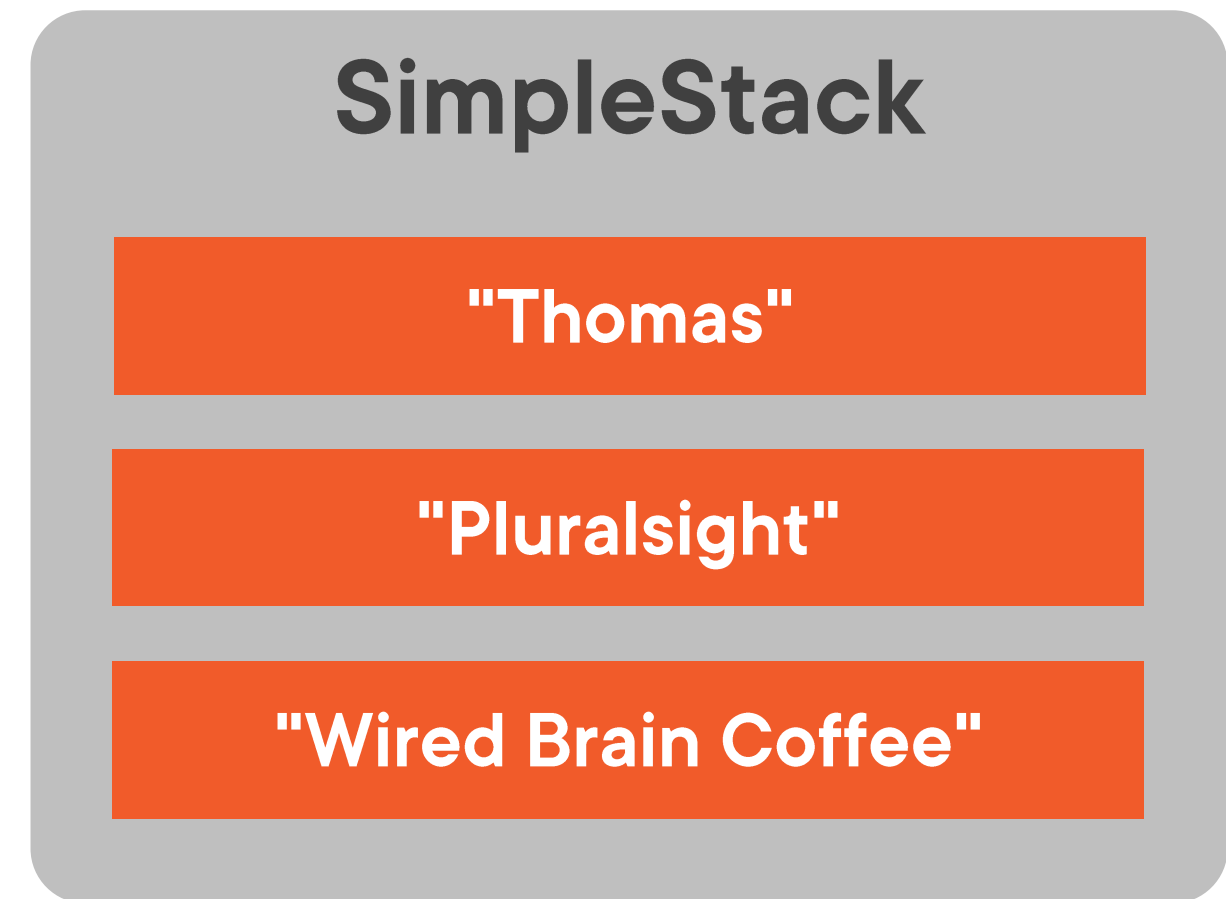
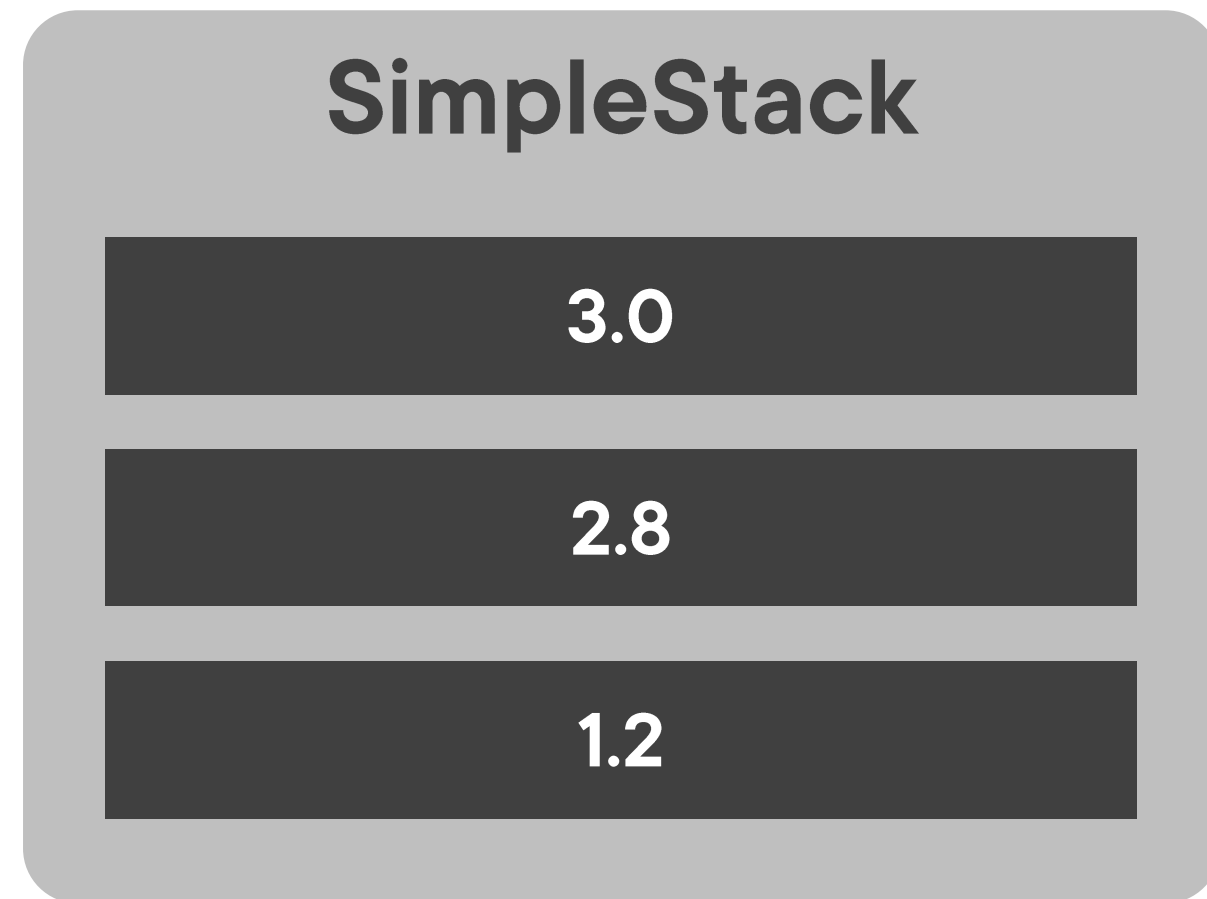
# Demo



**Implement a SimpleStack class  
for doubles**



# The New Requirement



# Demo



**Prepare the code  
for the new requirement**



# Demo



**Make the SimpleStack usable with any type**

- Use object instead of double
- Copy and paste for every new type
- Create a generic SimpleStack class



# Know the Advantages of Generics

**Code reuse**

Object approach

**Type-safety**

**Performance**  
(no boxing / unboxing)

Copy and paste



# Know the Advantages of Generics

## Code reuse

```
public class SimpleStack<T>
{
    public void Push(T item) { }
}
```

## Type-safety

```
var stack = new SimpleStack<double>();
stack.Push("Thomas"); // Does not compile
```

## Performance (no boxing / unboxing)

```
var stack = new SimpleStack<double>();
stack.Push(2.8); // No boxing
```



# Use the Stack<T> Class of .NET

**System.Collections.Generic**

**List<T>**

**Queue<T>**

**Stack<T>**

**Dictionary<TKey, TValue>**



# Use the Stack<T> Class of .NET

**System.Collections.Generic**

**Stack<T>**

**Push()**

**Count**

**Pop()**





# Demo



**Use the `Stack<T>` class of .NET**



## Summary



- Implement a **SimpleStack** class that works as a storage for any type
  - Use the **object** type
  - Copy and paste for every type
  - Create a generic **SimpleStack<T>** class
- Advantages of generics
  - Code reuse
  - Type-safety
  - Performance
- Use the **Stack<T>** class of .NET



Up Next:  
Implementing Generic Classes

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