

Assignment 6-8

1	Create a generic <code>Pair</code> class that holds two objects of any type. Implement methods to get and set these objects. <div>[CO4, Evaluate level]</div>
2	Implement a generic stack class with methods <code>push</code> , <code>pop</code> , and <code>peek</code> . Ensure it works with any type. <div>[CO5, Create level]</div>
3	Implement a generic singly linked list with methods to add, remove, and find elements.. <div>[CO4, Evaluate level]</div>
4	Create a generic method <code>findMax</code> that takes an array of <code>Comparable</code> objects and returns the maximum element. <div>[CO5, Create level]</div>
5	Define a generic interface <code>Arithmetic</code> with methods for addition, subtraction, multiplication, and division. Implement this interface for <code>Integer</code> and <code>Double</code> . <div>[CO5, Create level]</div>
6	Create a generic class <code>Box</code> that can hold objects of any type but restrict it to types that implement the <code>Comparable</code> interface. Provide a method to compare the stored object with another object.
7	Implement a generic method <code>swap</code> that takes an array and two indices, and swaps the elements at those indices.
8	Create a generic method <code>merge</code> that takes two lists of any type and returns a new list containing all elements from both lists.
9	You are given two sorted lists of elements, and you need to merge them into a single sorted list. The lists can contain elements of any type that implements <code>Comparable</code> . Implement a generic method to merge these lists.
10	Implement a generic method that finds the maximum element in a list of elements. The list can contain elements of any type that implements <code>Comparable</code> . Use wildcards to handle lists of any subtype.