Java Generics

Slides derived from the work of Dr. Amy McGovern and Dr. Deborah Trytten

Notes

- Grade copies into Canvas largely caught up
 - Missing Lab 6 and Exam 1
 - Some caveats...
- Lab 7 deadline is Monday
- Project 2: deadline is next Wednesday
- Don't forget code reviews for project 2
- No office hours on Friday
 - We are still available for email

Provides, among other things, static methods for sorting primitive arrays of different types (byte, char, int, double)

Problems with this?

- Separate implementation for each type
- Each new type needs a new implementation

Solutions?

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Could provide a static method that sorts an array of Objects

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- But what does it mean to compare two arbitrary Objects so that we can establish an ordering between them?
 - For example a String and an Integer?
- We really need a way of talking generically about a homogeneous array of Objects

Java Generics

•A type becomes a parameter to a class and/or a method:

```
public ClassName<T>{
   :
}
```

- •T is the variable type that is assigned when we use the class
- Within the class definition, we can "pretend" that it is a real type (parameters, variable declarations and return types)

GenericStack example ...

Standard Generic Type Names

- E Element (used extensively by the Java Collections Framework)
- K Key
- •N Number
- •T Type
- •V Value

Advantages of Generics

- Code reuse
 - ArrayList, Java Collections Framework
- Specific types are checked at compile time (as opposed to everything having to be an Object)
 - Reduces runtime errors
- Easier to read and understand code when we can be very explicit about types

Notes

- Primitive types cannot be used as generic types
 - Must use the wrapper classes
- Type erasure: generics are checked at compile time, not at runtime
 - This decision was made to maintain backward compatibility
 - Not a serious issue most of the time

Implications of Type Erasure

Cannot construct objects of type E

```
E myData = new E(); // illegal code
```

Cannot construct arrays of type E

```
E[] elements = new E[capacity]; // illegal
```

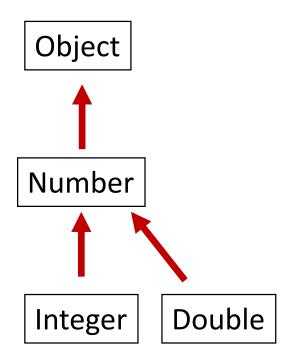
 Solution to the latter: create an array of objects and then cast to array of E

Implications of Type Erasure

- instanceof() cannot distinguish same class with different generic type, because it is done at run time
 - ArrayList<Integer> and ArrayList<String> are the same type according to instanceof
- Exception classes cannot be generic
- Static data cannot be of a generic type

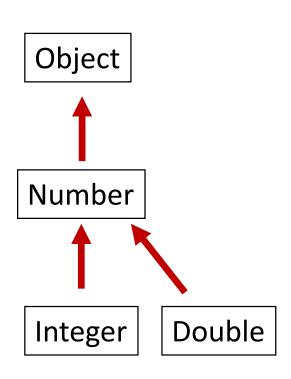
Inheritance and Generics

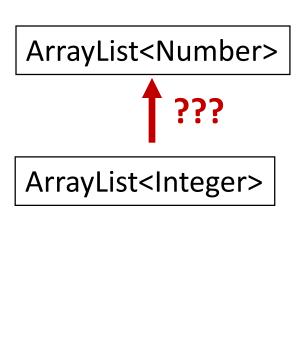
- In many situations, we might have more than one generic type as part of a class or method definition
- These could be arbitrary types or we might want them to have some specific relationship
 - For example: we might want T1 to be a superclass of T2

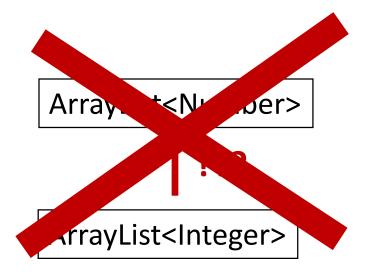


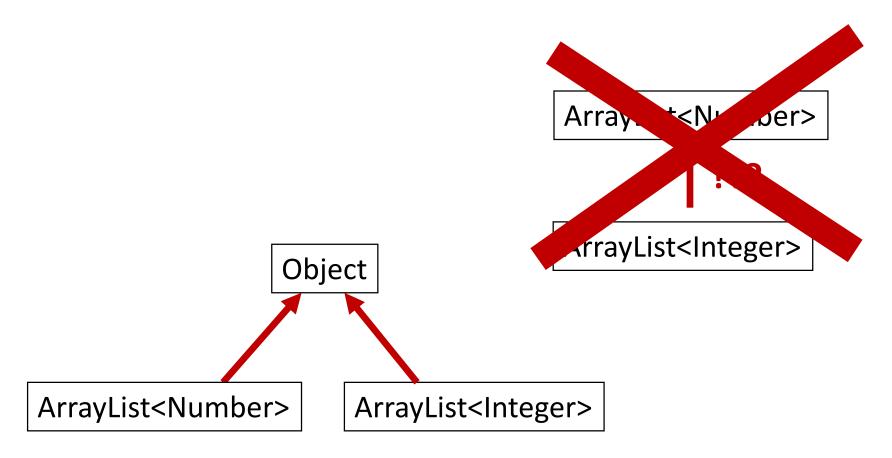
```
Integer i = new Integer(42);
Number n = new Integer(1138);

Number
Integer i = new Integer(42);
Number n = new Integer(1138);
Number
Double
```





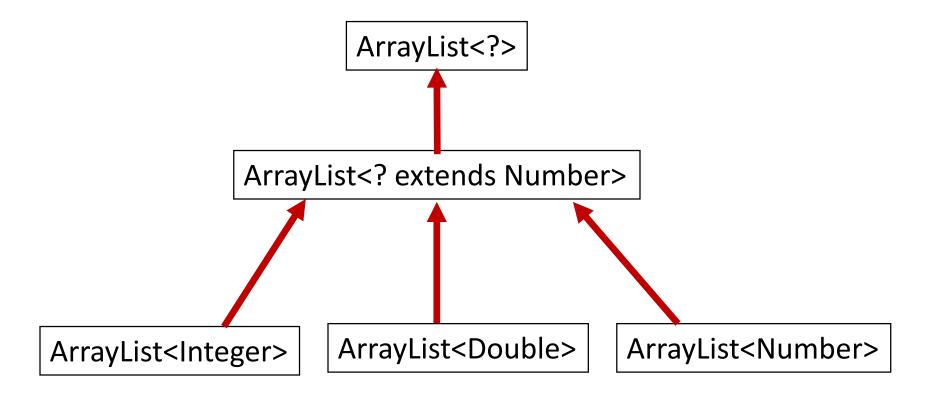




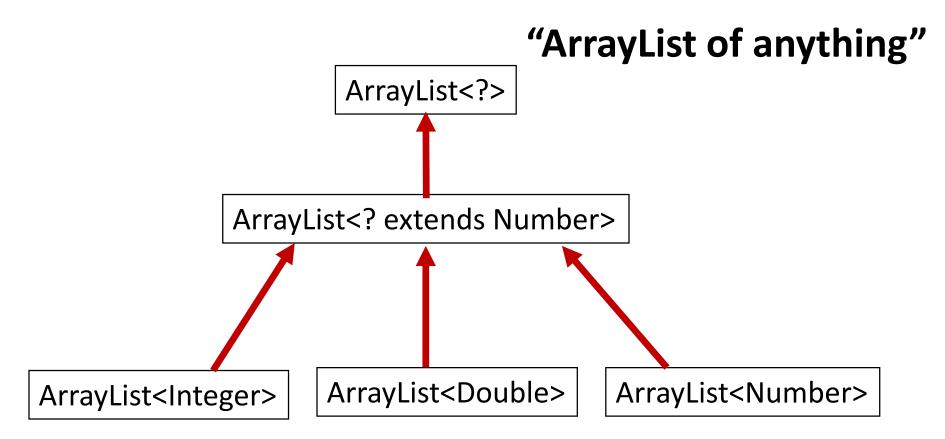
The only common (specific) ancestor is Object...

GenericTest example

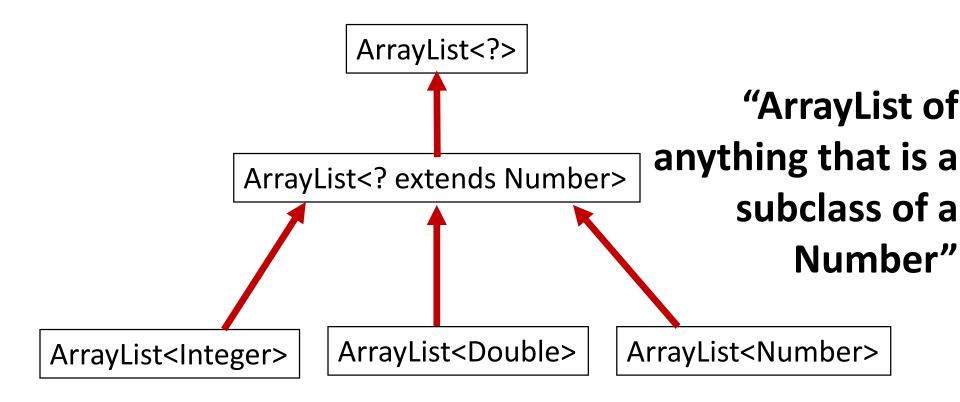
But, there is a hierarchy that we can use...



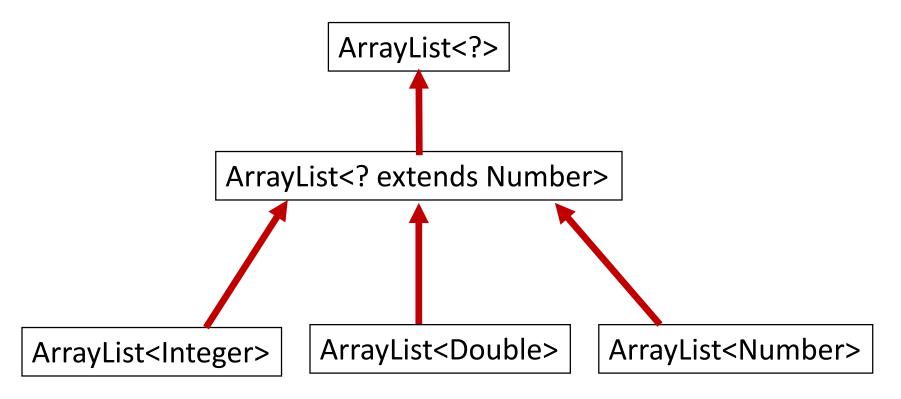
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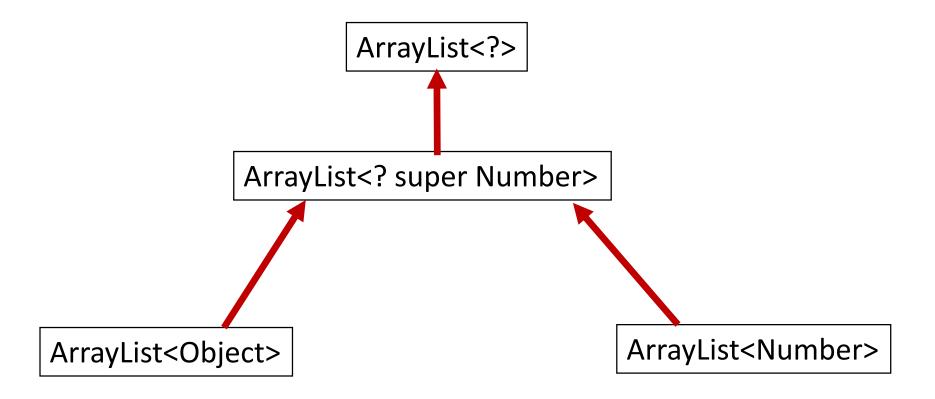
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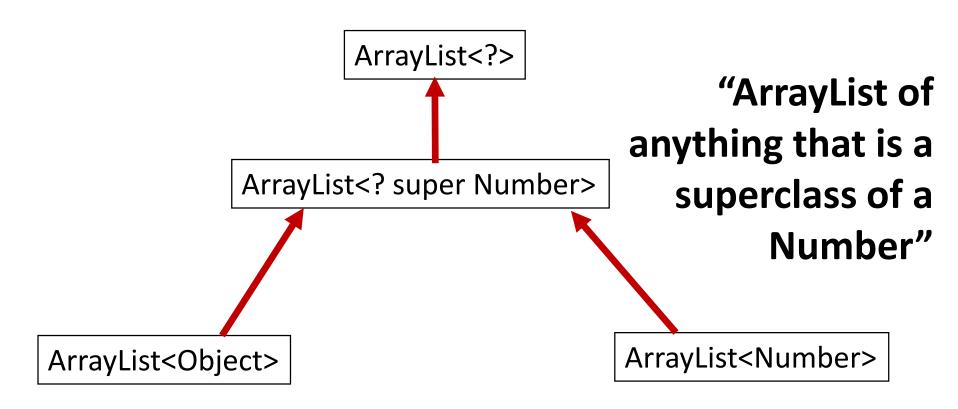
```
ArrayList<Integer> list1 = new ArrayList<Integer>();
ArrayList<? extends Number> list2 = list1;  // Legal
```



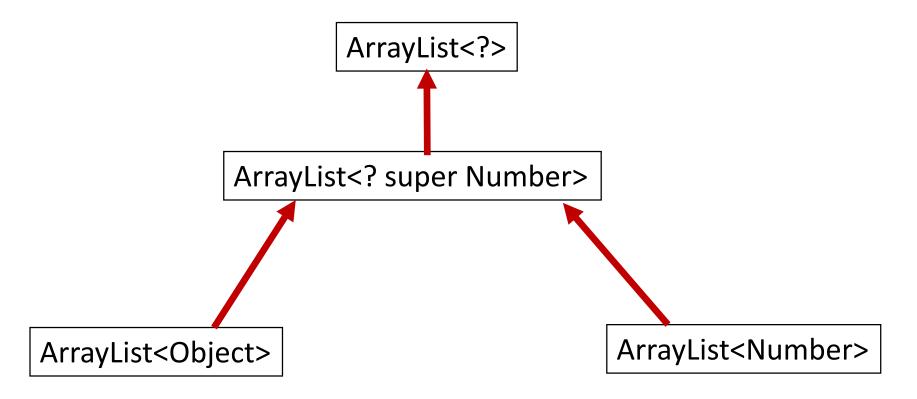
The complement...



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```
ArrayList<Object> list1 = new ArrayList<Object>();
ArrayList<? super Number> list2 = list1;  // Legal
```



Wildcard Example I

Return to Arrays in Java API....

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Return to Arrays in Java API

binarySearch(T[] a, T key, Comparator<? super T> c)

 The class that is passed as the third parameter must implement the Comparator interface for type T or a superclass of type T

Wildcard Example II

Examine Collections in Java API: copy list

```
public static<T> void
    copy (List<? super T> dest, List<? extends T> src)
```

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public static<T> void
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```

- The <T> before the method name determines the base type
- The source must be a class that is or extends T
- The destination must be a class that is or is a superclass of T

Wildcards and Generic Types

- Give us a tremendous amount of flexibility
- Wildcard types are defined and checked at compile time
 - Reduce runtime errors!

- Lab 7: we will define:
 - Generic notion of a Card<T>
 - Generic notion of a Deck<T, E extends Card<T>>