Generics

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How can we write a class for an Integer set of arbitrary size?

```
class IntegerSet{
    void add(Integer i)

    boolean belongs(Integer i)
}
```

How can we write a class for a String set of arbitrary size?

```
class StringSet{
    void add(String s)

    boolean belongs(String s)
}
```

How can we write classes for Integer/String/Double/Professor sets of arbitrary size?

How can we write **one class** for arbitrary sets of arbitrary size?

Motivation of Generics (1/3)

```
1   class StringArray{
2     private String[] myarr;
3     public StringArray(int len){ myarr = new String[len]; }
4     public String get(int n){ return myarr[n]; }
5     public void set(int n, String s){ myarr[n] = s; }
6     public void showAll(){
7       for(int i=0;i<myarr.length;i++)
8         System.out.println(myarr[i]);
9     }
10  }
11  class ProfessorArray{
12    private Professor[] myarr;
13    public ProfessorArray(int len){ myarr = new Professor[len]; }
14    public Professor get(int n){ return myarr[n]; }
15    public void set(int n, Professor p){ myarr[n] = p; }
16    public void showAll(){
17      for(int i=0;i<myarr.length;i++)
18        System.out.println(myarr[i]);
19    }
20  }
```

- Can we avoid writing the same boring things again and again?

Motivation of Generics (2/3)

```
1   class ObjectArray{
2     private Object[] myarr;
3     public ObjectArray(int len){ myarr = new Object[len]; }
4     protected Object get(int n){ return myarr[n]; }
5     protected void set(int n, Object o){ myarr[n] = o; }
6     public void showAll(){
7       for(int i=0;i<myarr.length;i++)
8         System.out.println(myarr[i]);
9     }
10  }
11
12  class StringArray extends ObjectArray{
13    public StringArray(int len){ super(len); }
14    public String get(int n){ return (String)super.get(n); }
15    public void set(int n, String s){ super.set(n, s); }
16  }
```

- Yes, by inheritance and polynormphism—everything is an Object

Motivation of Generics (3/3)

```
1  class ANYArray{
2    private ANY[] myarr;
3    public ANYArray(int len){ myarr = new ANY[len]; }
4    protected ANY get(int n){ return myarr[n]; }
5    protected void set(int n, ANY o){ myarr[n] = o; }
6    public void showAll(){
7      for(int i=0;i<myarr.length;i++)
8        System.out.println(myarr[i]);
9    }
10 }
```

- Yes, by identifying the common parts, and then replacing
- `sed 's/ANY/String/' ANYArray.java > StringArray.java`

C++ Solution (roughly)

```
1   template <class ANY>
2   class Array{
3     private ANY[] myarr;
4     public Array(int len){ myarr = new ANY[len]; }
5     protected ANY get(int n){ return myarr[n]; }
6     protected void set(int n, ANY o){ myarr[n] = o; }
7     public void showAll(){
8       for(int i=0;i<myarr.length;i++)
9         System.out.println(myarr[i]);
10    }
11  }
12
13  {
14    Array<String> sarr(5);
15    sarr.set(3, "lalala");
16  }
```

- basically, the step `sed 's/ANY/String/' ANYArray.cpp > StringArray.cpp` done by compiler
- code automatically **duplicates** during complication as you use `Array<String>`, `Array<Integer>`, `Array<Double>`, ...

Java Solution (roughly)

```
1   class Array<ANY>{
2     private ANY[] myarr;
3     public Array(int len){ myarr = (ANY[])(new Object[len]); }
4     protected ANY get(int n){ return myarr[n]; }
5     protected void set(int n, ANY o){ myarr[n] = o; }
6     public void showAll(){
7       for(int i=0;i<myarr.length;i++)
8         System.out.println(myarr[i]);
9     }
10  }
11
12  {
13    Array<String> sarr(5);
14    sarr.set(3, "lalala");
15  }
```

- the ANY $\rightarrow$ Object step is automatically done by compiler: a true **one-class** solution

How does duplicating solution compare with one-class solution?

How can we write one class for arbitrary sets of arbitrary size **while keeping type information**?

Should StringSet extend ObjectSet?

Java Solution: Generics (since 1.4)

- no manual duplicating (as opposed to old languages): save coding efforts
- no automatic duplicating (as opposed to C++): save code size and re-compiling efforts
- check type information very strictly by compiler (as opposed to single-object polymorphism): ensure type safety in JVM

Note: type information **erased** after compilation

Type Erasure: Mystery 1

```
1 class Set<T>{
2   Set(){
3     T[] arr = new T[10];
4     arr[0] = new T();
5   }
6 }
```

- cannot new with an “undetermined type” T (no T in runtime)

Type Erasure: Mystery 2

```
1 class Set<T>{
2 }
3 public class Fun{
4   public static void main(String[] argv){
5     Set<String>[] arr = new Set<String>[20];
6     arr[0].addElement(new Integer(3));
7   }
8 }
```

- cannot create generic array (after type erasure, no type guarantee)

Use of Generics: Java Collection Framework

- interfaces: Collection (Set, List) and Map
- abstract classes: AbstractCollection (AbstractSet, AbstractList) and AbstractMap
- concrete classes: HashSet, ArrayList, HashMap