

Beyond Generics

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More on Generic Array

We had this code last time.....

```
1 class SimpleArray<E>{
2     E[] arr; int count;
3
4     @SuppressWarnings( "unchecked" )
5     SimpleArray( int init_size ){
6         arr = (E[]) (new Object[init_size]);
7     }
8 }
```

- it works when we do

```
1 SimpleArray<Object> sao = new SimpleArray<Object>(10);
```

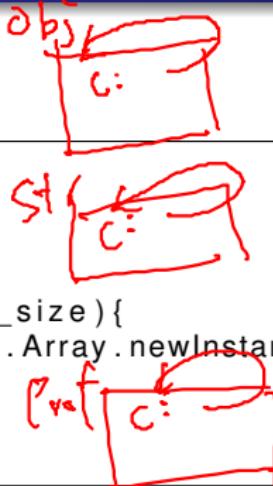
- it doesn't work when we do

```
1 SimpleArray<String> sas = new SimpleArray<String>(10);
```

More on Generic Array

the code that works.....

```
1 class SimpleArray<E>{  
2     E[] arr; int count;  
3  
4     @SuppressWarnings( "unchecked" )  
5     SimpleArray( Class<E> c, int init_size){  
6         arr = (E[]) java.lang.reflect.Array.newInstance(c,  
7             init_size);  
8     }  
}
```



```
1 SimpleArray<Object> sao =  
2     new SimpleArray<Object>(Object.class , 10);  
3 SimpleArray<String> sas =  
4     new SimpleArray<String >(String.class , 10);  
5 SimpleArray<String> sas_wrong =  
6     new SimpleArray<String >(Integer.class , 10); //compile error
```

More on for-each

```
1 class Util{  
2     public static double cool_avg(double[] arr){  
3         double res = 0.0;  
4         for(double element: arr) res += element;  
5         return res / arr.length;  
6     }  
7 }
```

- code translation for native (primitive or extended) array:

```
1     for(int i=0;i<arr.length;i++){  
2         double element = arr[i];  
3         res += element;  
4     }
```

- implicitly **read-only**

More on for-each

```
1 class Util{  
2     public static double cool_avg(ArrayList<Double> arr){  
3         double res = 0.0;  
4         for(Double element: arr) res += element;  
5         return res / arr.length;  
6     }  
7 }
```

- code translation for `Collection<E>` (actually, any `Iterable<E>`):

interface

*h=N
next
restart*

```
1 for(Iterator<Double> iter=arr.iterator();  
2     iter.hasNext(), ){  
3     Double element = iter.next();  
4     res += element;  
5 }
```

- assume elements won't change during the loop