

CS212 Lab 23 Chapters 12 Generics

Notes:

- Generics provide us a way to re-use the code with different types of inputs by writing the code using parameterized types.
- However, you cannot instantiate a generic class with parameterized type.
- At the time of instantiation of the class, you need to use the actual data type.
- This creates an advantage as we can only hold a single type of objects. It doesn't allow us to store other objects.
- That means there no need to typecast the object.
- stronger type checks at compile time.
- Compile-time errors are easy to eliminate unlike runtime errors.
- The generic algorithms work on different types of data structures, can be customized, are type safe and easier to read.

Goal

- To write a generic class.

Write a generic class named `MyList`, with a parameter of type `T`. The type parameter should accept any type that implements the `Comparable` interface (for now, `Integers`, `Doubles`, `Strings`). The class should have as a field `ArrayList` of `T`. Write a public method named `add`, which accepts a parameter of type `T`. When the argument is passed to the method, it is added to the `ArrayList`. Write a method to remove a list item. Write a `toString`. Test the class in a program that creates one instance of the `MyList` to store `Integers`, and another instance to store `Strings`. For reference you can look the `PointList` class posted on my webpage.

1. Import `java.util.ArrayList`.
2. Create a class called **`MyList<T>`**, where the `T` tells a user that it is a generic class, which means that it can take any data type.
3. Declare the class parameter or instance variable called `list` which is of type `ArrayList<T>`.
4. Write a default constructor to create a new null list.
5. Write an `add` method to add data.
6. Write a `get` method to get individual item of the list.
7. Write a `toString()` method.
8. To test your class, you create an instance of `MyList` class of type `Integer`. To do this, type `Integer` inside the angled bracket. Then add the `Integer` data to this instance.
9. A second instance of the class needs to be declared using `String` type data.