



# Generic Java

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Generics in J2SE 5.0

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# Generic Agenda

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- The Basics
  - Using standard Generic Collections, *etc.*
- Writing your own Generic classes
  - Syntax
  - Maintaining legacy compatibility
  - Examples
- Implementation details
  - And resulting limitations
- Advanced syntax topics



# What Is Generics?

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- Allows abstraction of classes over Types
  - Common Example - Containers (Collections):
    - Container of <What> type
- Enables compiler to enforce Type Safety
  - Moves error checking from run-time (ClassCastException) to compile-time
- Improved Robustness
  - And Readability (?)
    - Yes, once you are familiar with syntax



# A Basic Look at Generics

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- **Before**

```
List thingList = new ArrayList();  
thingList.add( aThing );  
Thing t = (Thing) thingList.get( 0 );  
thingList.add( notAThing );  
Thing t2 = (Thing) thingList.get( 1 ); // exception
```

- **With Generics**

```
List<Thing> thingList = new ArrayList<Thing>();  
thingList.add( aThing );  
Thing t = thingList.get( 0 ); // no cast needed  
thingList.add( notAThing ); // compile error
```



# Just Less Typing, Fewer Casts?

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Or Rearranged Clutter? It's more than that...

- Compile-time type checking
  - Errors show up where errant object is inserted into collection
    - Rather than `ClassCastException` when it is retrieved
    - Error occurs *when* (compile) and *where* the problem is
- Enforcement of relationships
  - Between various objects used by classes or methods
- Declaration of programmer's intent
  - Code says how this instance of the class is to be used



# Basic Generics Syntax

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- Example - `java.util.Map<K,V>`
  - Map of Keys (K) and Values (V)
    - K and V are Parameterized Types
      - ✓ Convention is to use single-character capitalized symbols
    - Map.java uses K and V rather than “normal” types (Object)
  - `public V put( K key, V val );`
    - Put a K / V (key / value) pair in the map
  - `public V get( Object key );`
    - Get V (value) for the key
  - `public Collection<V> values();`
    - Returns a Collection of V (value) types
  - `public Set<Map.Entry<K,V>> entrySet();`
    - Returns a Set of Map.Entry containing K's and V's



# Generic Classes

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➤ `class Foo<T> { void method(T arg); }`

- Instances of Foo are parameterized by T

➤ Foo is *generic*

- Same behavior for any possible parameter T
- Only one Foo.class file, only one Foo.class object

➤ T is a Parameterized Type

- Parameterization of Foo is handled by the compiler

```
Foo<Bar> fb = new Foo<Bar>();
```

```
fb.method( aBar ); // OK
```

```
fb.method( aBaz ); // not allowed
```



# Generic Methods

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➤ `<T> T method(T arg) { }`

- Invocations of `method()` are parameterized by `T`

➤ Compiler ensures arg and return are same type

- When method itself is compiled
  - ✓ Ensures type safety within the method body
- When someone makes a call to method:

```
Bar b = method( aBar ); // OK
```

```
Bar b = method( aBaz ); // not allowed
```





# Code Break

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- Examples of basic usage, compiler warnings, *etc.*
  - UseCollections
  - build.xml
  - BeGeneric



# Where Will I Use This?

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- Use standard Generic classes
  - Like Collections
  - Take advantage of extra type safety and compiler checks
- Write new classes using Generics
- Port existing classes to Generics



# Writing Generic Classes

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- Writing new classes using generics
  - Straight-forward
    - Except for that design thing...
- Applying Generics to existing classes
  - Maintaining backwards compatibility can get tricky
  - Highly likely to break a method signature
  - Have good unit tests before you touch anything
  - Might not be able to do exactly what you want



# Generics Syntax

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- The basics we have seen
  - Decorate class name with `<T>`
  - Use T where you would otherwise have Object
- Bounded type parameter
  - Decorate class name with `<T extends Foo>`
  - Use T where would otherwise have Foo
  - T is any subtype of Foo (or a Foo)
- Nested generic types
  - `MyClass<T extends Map<Foo,Bar>>`
- More
  - Wildcards, Multiple Bounds, Lower Bounds



# Code Break

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- Examples of coding with generics
  - BeGeneric
  - PropertyView
  - Table



# More Syntax

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- Wildcards

- `<?>`

- Bounded Wildcards

- `<? extends Foo>`

- Lower Bound

- `<? super Bar>`



# Simple Wildcards

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- `void doIt( Collection c )`
  - Not generic
  
- `void doIt( Collection<Object> c )`
  - This only works with `Collection<Object>`
    - Or plain `Collection` with unsafe warning
  - `Collection<Foo>` is not a `Collection<Object>`
    - `c.add( someObject )` not allowed for `Collection<Foo>`



# Simple Wildcards <?>

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- `void doIt( Collection<?> c )`
  - "Collection of Unknown"
  - `c.get()` returns an `Object`
  - `c.add( o )` not allowed since we don't know the type of the `<?>` parameter
  
- Difference between using `Collection` and `Collection<?>`
  - Read only usages in method body





# Bounded Wildcards

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- Upper Bounds `<? extends Foo>`
  - Wildcard can be any subclass of Foo
  - Foo is the upper bound of the wildcard
- `void doIt( Collection<Base> c );`
  - Can not call this with anything except a `Collection<Base>`
  - `Collection<Sub>` won't allow `c.add( aBase )`
- `void doIt( Collection<? extends Base> c );`
  - Can be any subclass of Base
  - As with unbounded wildcards, c is "read-only"



# Generic Methods

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- To specify relationships between method arguments and parameters
- Type Parameter on single method not class
- `static <T> T grabIt( T[] all, int which )`
  - `<T>` declares a generic method using type T
  - Takes an array of T, returns a T
  - Each invocation of `grabIt()` can have a different type for T



# Generic Methods with Bounds

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- Generic method with type T, argument with bounds
  - `<T> T grabIt( List<? extends T> stuff, T matchMe )`
- Same thing with multiple types
  - `<T, Q extends T> T grabIt( List<Q> stuff, T matchMe )`
- Generic method with bounded type T
  - `<T extends Number> Set<T> lessThan( Set<T> stuff, T max )`
  - Equivalent to:
    - `Set lessThan( Set stuff, Number max )`
      - ✓ Except all Sets must be `Set<Number>`
      - ✓ And the Numbers must be same type (all Integer, or Float, *etc.*)



# Code Break

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- Examples of wildcards and generic methods
  - Bag
  - BeGeneric methods



# Generics Implementation and Resulting Limitations

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- Generics is a Compile-time feature
- Compiler implements the type checking
  - Good thing - catch errors at compile time
  - Results in some limitations and occasional surprises



# Compile-Time Generics

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- Type information for the *class* is used by compiler
  - And available by reflection on the Class
  - Not used at runtime
  - Erased from the method signatures
- Type information is *not* held by any object *instances*
  - Parameterization of instances is only known by compiler
  - At run-time, List foo and List<String> bar are both just Lists
    - Only the compiler can tell



# Erasure

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- Erasure is the process of “erasing” the generics information during compile
- What is the “real” method signature
  - `class Foo<T extends Number> {  
    T m( Set<? extends T> s ) {} }`
  - `class Foo { Number m( Set s ) {} }`
- Understanding this is critical for maintaining backwards & migration compatibility
  - javap is helpful



# Generics vs. C++ Templates

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- Similarities:

- Syntax `<>`

- Differences:

- Generics is a compile-time feature

- Object instances do not have Type information outside the compiler

- `List<Integer>` and `List<Thing>` are the same Class type

- `List<Integer>.class == List<Thing>.class`
    - Dynamic Class instances are *not* created for each generic usage





# One Class Object - Loophole?

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- Since List and List<Integer> are the same Class, you can do this:

```
List<Integer> intList = new ArrayList<Integer>();  
List wideOpen = intList;  
wideOpen.add( someObject ); // A Loophole!  
Integer ii = intList.get( 0 ); // ClassCastException - Oh No!
```

- Yes... but:

- Compiler generates warnings

```
wideOpen.add( someObject ); // Compiler warning here
```

- No less safe than code without Generics

- Haven't lost anything (you could do this before, too)
- Still get the same runtime check (ClassCastException) when retrieving "bad" data from the list

# Generic Types, Subtypes, and instanceof

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- Q:
  - `List<String> strList = ...;`
  - Is `strList instanceof List<Object>` ?
- A: ? Yes, No, Maybe, ... whatever
  - Whatever: You can't use `instanceof` with generic types
- However...
  - Yes: Both are the same Class at runtime
  - No: The compiler considers them to be different
    - `List<String>` is not compatible with `List<Object>`

# More on Generics and Subtypes

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- You can't do this either:
  - `List<String> strList = ...;`
  - `List<Object> objList = strList; // compile failure`
- Seems counter-intuitive
  - String is an Object, so why isn't `List<String>` a `List<Object>`
- Because it breaks compile-time type safety
  - `objList.add( anObject );`
  - `String strList = strList.get(0); // Might be Object`



# More Generic Limitations

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- Can not construct instances of generic types
  - `new T();` // not allowed
  - Don't know what type to create at runtime
  - Don't know constructor signatures
  - Can use Factory methods and Class tokens
    - Later...
- Parameterized Types are Objects
  - Not Primitives
  - Autoboxing can help here
- Static methods and fields can not refer to the class's Parameterized Types
  - Can have static generic methods



# Generic Arrays

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- Component type of Array can not be parameterized

- List<Foo>[] not allowed

- Arrays are just Objects, can get around type safety

```
List<String>[] lsa = new List<String>[10]; // Not allowed
```

```
Object o = lsa; // arrays are just objects
```

```
Object[] oa = (Object[]) o; // this object is an array
```

```
List<Integer> li = new ArrayList<Integer>();
```

```
li.add(3);
```

```
oa[0] = li;
```

```
String s = lsa[0].get(0); // run-time error
```

- List<?>[] - Unbounded wildcards are allowed

- Arrays whose element type is a variable are allowed

- void method( T[] args );



# More Topics

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- Multiple Bounds
  - And Erasure
- Lower Bounds
- .class and Class<T>



# Multiple Bounds

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- Can have multiple bounds on generic type
- `<T extends Foo & Comparable<T>>`
  - T must extend Foo and implement Comparable<T>
- `<? extends Foo & Comparable<T>>`
  - Similar, with wildcard
  - Signature erases to first type
  - Compiler enforces other types



# Erasure and Multiple Bounds

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- Sometimes you need “trickery” to
  - Do what you want with generics, AND
  - Maintain backwards compatibility in method signatures
- Multiple bounds can help
  - Erasure uses the first type in the signature
- `<T extends Comparable<T>>`
  - T is a subclass of `Comparable<T>`
  - Erased type is `Comparable`
- `<T extends Object & Comparable<T>>`
  - Effectively the same thing
  - Erased type is now `Object`





# Lower Bounded Wildcards

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- `<? super T>`
- Represents a type which is a superclass of T
  - Or a T
- “Opposite” of extends
- Helpful to rearrange argument types



# Need for Super

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- Object `copySet( Set src, Set dest);`
  - Copy entries from src to dest, returning the last one
- `T copySet( Set<T> src, Set<T> dest );`
  - The src and dest sets must be same type
  - Maybe dest is a supertype of src
- `T copySet( Set<? extends T> src, Set <T> dest );`
  - Works, but return type is the supertype (less specific)
  - Will require a cast
- `T copySet( Set<T> src, Set<? super T> dest );`
  - Src entries must be superclass of T (assignable from)
  - Now return type matches the src Set
  - `String last = copySet( stringSet, objectSet );`



# The .class Literal

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- `java.lang.Class` is generic: `Class<T>`
  - Class literal operator understands this
  - `Foo.class` results in `Class<Foo>`
- `public T newInstance();`
- `public T cast( Object o );`
  - Useful in factory method
  - Use Class objects as “tokens” for types
  - Since you can't use `new` with generics

`T foo = new T(); // can't do this`



# Class<T> and newInstance

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```
public static <T> Collection<T>
    fill( Class<T> clazzT, int count ) {
    Collection<T> data = new ArrayList<T>();
    for ( int I = 0; I < count; ++I ) {
        // create a new T - can't do new T(), but can do
        // Class.newInstance, assuming a no-args c'tor
        T item = clazzT.newInstance();
        data.add( item );
    }
    return data;
}
```

```
Collection<Dog> tenDogs = fill( Dog.class, 10 );
```



# Code Break

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- Examples
  - Erasure
  - Multiple Bounds
  - Lower Bounds
  - .class literal and factory
  
  - ThingFactory
  - Bag.max()

# Other Related J2SE 5.0 Features

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- Autoboxing

- `List intList = new ArrayList<Integer>();`
- `intList.add( 3 ); // Integer.valueOf(3), but with caching`
- `int x = intList.get( 0 );`

- For loop

- `for ( Integer eachOne : intList ) { ... }`

- Covariant Return Types

- `public Foo clone() {...} // Foo rather than Object`
- `Foo foo2 = foo1.clone(); // no cast needed`

- Annotations - especially @Override

- Make sure you're overriding the method you intend



# Generic Summary

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- Move error checking from run-time to compile-time
  - More robust code
  - Didn't lose any runtime safety
- Compile-time feature
  - Generic type information is Erased from signatures
- `Foo<Bar>` and `Foo<Baz>` are incompatible types
  - Although they are both erased to just `Foo`
- Use Generics where it can make your code better
- Experiment and have fun



# References

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- Generics Tutorial

- <http://java.sun.com/j2se/1.5/pdf/generics-tutorial.pdf>

- Generics FAQ

- <http://www.langer.camelot.de/GenericsFAQ/JavaGenericsFAQ.html>





# Other Related Sessions

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- Bruce Eckel

- Issues...

- Generics, Templates, Latent Typing...

- Mark Reinhold

- The Rest of Tiger

- Other J2SE 5.0 features

- Donald Smith

- Caging the Tiger

- Persistence



# The End

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- Please fill out the evaluations
- Example code available
  - On the conference CDROM
  - <http://boulderites.bea.com/~landers>
    - References there, too