

CS 240

Data Structures and Algorithms I

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A Note About Project 1

Use this:

```
class StackUnderflowException extends Exception {  
    public StackUnderflowException() {  
        super("Stack underflow.");  
    }  
}
```

Generalizing Stacks—First Try

```
interface Stack {  
    public void push(Object value);  
  
    public Object pop()  
        throws StackUnderflowException;  
  
    public Object top()  
        throws StackUnderflowException;  
  
    public boolean isEmpty();  
  
    public int size();  
}
```

Generics

- A **generic method** depends on an unspecified underlying data type
- A **generic class** allows us to leave a data type unspecified across the whole class

Syntax

Instead of writing just

```
class Foo {  
    // ...  
}
```

we may provide a **generic type parameter**, like

```
class Foo<E> {  
    // ...  
}
```

Generics

Instantiation

When instantiating a generic class, we must say what its generic type parameter will be, like

```
Foo<Integer> x = new Foo<Integer>();  
Foo<Boolean> y = new Foo<Boolean>();  
Foo<String> z = new Foo<String> ();
```

Restriction

Generic type parameters must always be instantiated with **class** types.

Generics

What Do They Buy Us?

Generic type parameters can be used as “type variables” within the class

Before

```
class Foo {  
    public Object bar() {  
        // ...  
    }  
}
```

```
Foo x = new Foo();  
Integer baz = (Integer) x.bar();
```

Generics

What Do They Buy Us?

Generic type parameters can be used as “type variables” within the class

After

```
class Foo <E> {  
    public E bar() {  
        // ...  
    }  
}
```

```
Foo<Integer> x = new Foo<Integer>();  
Integer baz = x.bar();
```

Generics

Restrictions

- Cannot call the constructor of a generic type

```
class Foo<E> {  
    public Foo() {  
        E someObject = new E(x, y, z); X  
    }  
}
```

- Cannot create a new array of a generic type

```
class Foo<E> {  
    public Foo() {  
        E[] someArray = new E[100]; X  
    }  
}
```


Building A Generic ArrayStack

```
class ArrayStack implements Stack {  
    public void push(int value) { ... }  
  
    public int pop()  
        throws StackUnderflowException { ... }  
  
    public int top()  
        throws StackUnderflowException { ... }  
  
    public boolean isEmpty() { ... }  
  
    public int size() { ... }  
}
```