CS 211

Computers and Programming

http://www.cs.cornell.edu/courses/cs211/2005su

Generics and the For-Each loop (From Sun's online Java tutorials)

The For-Each loop

 Over Collections and Arrays, Java 5 supports enhanced for loop functionality.

Read the lower for loop as "for each TimerTask t in c"

Restrictions on For-Each

 Only works for collections in the Java Collections Framework (and arrays)

 There are many cases where you'll need to use a normal for loop (like when you need access to the index, or want to call the remove method from the iterator

Why Generics?

 The motivation for generics is for code to be cleaner, easier to write, and safer. The code below isn't pretty:

```
//Removes 4-letter words from c.

//Elements must be strings

static void expurgate(Collection c) {
  for (Iterator i = c.iterator(); i.hasNext();)
      if (((String) i.next()).length() == 4)
      i.remove();
}
```

- A Collection contains elements of type Object
- The cast to String require that the programmer know the dynamic type of i.next(). We'll only find out if the cast works at runtime.

Using Generics

Here's the same method using generics:

```
// Removes the 4-letter words from c
static void expurgate(Collection<String> c) {
  for(Iterator<String> i = c.iterator();i.hasNext();)
      if (i.next().length() == 4)
          i.remove();
}
```

• The compiler now knows the type of element in the Collection, so it knows that i.next() returns a String.

Defining Generics

```
public interface List<E> {
    void add(E x);
    Iterator<E> iterator();
}
public interface Iterator<E> {
    E next();
    boolean hasNext();
}
```

- Here E is the the formal type parameter (or just parameter) for the interfaces List and Iterator
- When you define a generic class or interface in this way, you can then use the parameter just as you would a normal type in your definitions.

Generics and Subtypes

Subtyping with generics is harder than you think:

```
List<String> ls = new ArrayList<String>();
List<Object> lo = ls; // This is illegal
```

- Because string is a subtype of Object, you may be tempted to think List<String> is a subtype of List<Object>. This is wrong!
- From the tutorial:

"In general, if Foo is a subtype (subclass or subinterface) of Bar, and G is some generic type declaration, it is **not** the case that G<Foo> is a subtype of G<Bar>. This is probably the hardest thing you need to learn about generics, because it goes against our deeply held intuitions."

Wildcards

Sometimes the parameter will be too restrictive:

```
void printCollection(Collection<Object> c){
    for (Object e : c) {
        System.out.println(e);
    }
}
```

- The problem is the Collection<Object> isn't a supertype of every Collection<E>. The above method only works on a collection of Objects.
- We can fix this using Wildcards:

```
void printCollection(Collection<?> c) {
    for (Object e : c) {
        System.out.println(e);
    }
}
```

Using Wildcards

- Think of the <?> as denoting any possible type. G<?> is a supertype of every G<T>.
- Since we don't actually know the parameter when using wildcards, typically we have to use Object in the method definition.
- Sometimes you want to be slightly more restrictive:

Generic Methods

This won't work:

- The problem is that we don't know what kind of Collection c is, so we can add and o of type Object.
- The solution: use parameters in method declaration:

 The method now can refer to a parameter T anywhere in the definition.