

# Programming Languages and Techniques (CIS120)

## Lecture 27

March 23<sup>rd</sup>, 2016

Generics and Collections

Chapter 25

# Announcements

- HW #6 due Tuesday
- I will be away all next week (FP workshop in Germany)
  - Monday's lecture: Yaron Minsky, Jane Street
  - My office hours are cancelled on Monday
  - Guest lecturers Wednesday & Friday, bring clickers!

# Java Generics

# Subtype Polymorphism\*

- Main idea:

Anywhere an object of type A is needed, an object that is a subtype of A can be provided.

```
// in class C
public static void times2(Counter c) {
    c.incBy(c.get());
}
// somewhere else, Decr extends Counter
C.times2(new Decr(3));
```

- If B is a subtype of A, it provides all of A's (public) methods.

\*polymorphism = many shapes

# Is subtyping good enough?

Subtype Polymorphism

vs.

Parametric Polymorphism

# Mutable Queue ML Interface

```
module type QUEUE =  
sig  
  (* type of the data structure *)  
  type 'a queue  
  
  (* Make a new, empty queue *)  
  val create : unit -> 'a queue  
  
  (* Add a value to the end of the queue *)  
  val enq : 'a -> 'a queue -> unit  
  
  (* Remove the front value and return it (if any) *)  
  val deq : 'a queue -> 'a  
  
  (* Determine if the queue is empty *)  
  val is_empty : 'a queue -> bool  
  
end
```

How can we  
translate this  
interface to Java?

# Java Interface

```
module type QUEUE =  
sig  
  
  type 'a queue  
  
  val create : unit -> 'a queue  
  
  val enq : 'a -> 'a queue ->  
    unit  
  
  val deq : 'a queue -> 'a  
  
  val is_empty : 'a queue -> bool  
  
end
```

```
interface ObjQueue {  
  
  // no constructors  
  // in an interface  
  
  public void enq(Object elt);  
  
  public Object deq();  
  
  public boolean isEmpty();  
  
}
```

# Subtype Polymorphism

```
interface ObjQueue {  
    public void enq(Object elt);  
    public Object deq();  
    public boolean isEmpty();  
}
```

```
ObjQueue q = ...;  
  
q.enq(" CIS 120 ");  
__A__ x = q.deq();
```

What type for A?

1. String
2. Object
3. ObjQueue
4. None of the above



# Subtype Polymorphism

```
interface ObjQueue {  
    public void enq(Object elt);  
    public Object deq();  
    public boolean isEmpty();  
}
```

```
ObjQueue q = ...;  
  
q.enq(" CIS 120 ");  
Object x = q.deq();  
System.out.println(x.trim());
```

← Does this line type check

1. Yes
2. No
3. It depends

# Subtype Polymorphism

```
interface ObjQueue {  
    public void enq(Object elt);  
    public Object deq();  
    public boolean isEmpty();  
}
```

```
ObjQueue q = ...;  
  
q.enq(" CIS 120 ");  
Object x = q.deq();  
//System.out.println(x.trim());  
q.enq(new Point(0.0,0.0));  
___B___ y = q.deq();
```

What type for B?

1. Point
2. Object
3. ObjQueue
4. None of the above

# Parametric Polymorphism (a.k.a. Generics)

- Big idea:

Parameterize a type (i.e. interface or class) by another type.

```
public interface Queue<E> {  
    public void enq(E o);  
    public E deq();  
    public boolean isEmpty();  
}
```

- The implementations of a parametric polymorphic interface can not depend on the implementation details of the parameter.
  - e.g. the implementation of `enq` should not invoke methods on 'o'

# Generics (Parametric Polymorphism)

```
public interface Queue<E> {  
    public void enq(E o);  
    public E deq();  
    public boolean isEmpty();  
    ...  
}
```

```
Queue<String> q = ...;
```

```
q.enq(" CIS 120 ");
```

```
String x = q.deq();
```

```
System.out.println(x.trim());
```

```
q.enq(new Point(0.0,0.0));
```

```
// What type of x? String
```

```
// Is this valid? Yes!
```

```
// Is this valid? No!
```

# Subtyping and Generics

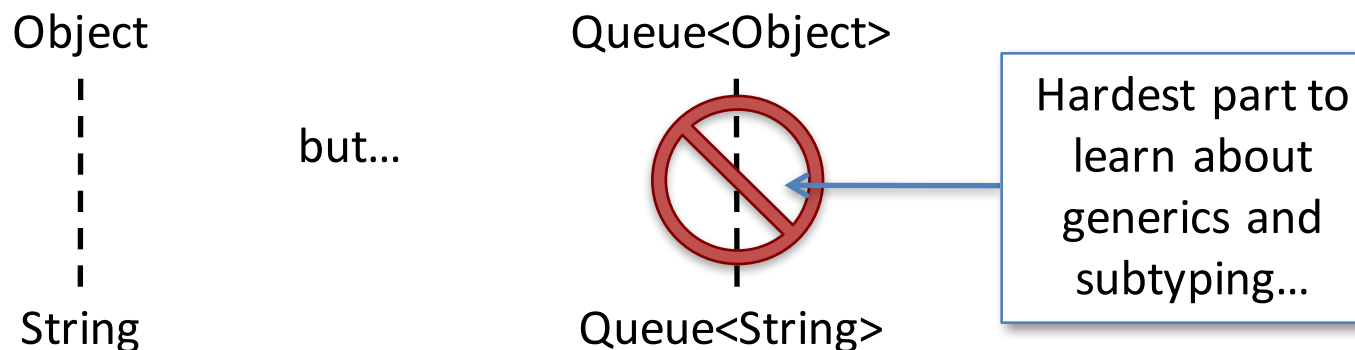
# Subtyping and Generics\*

```
Queue<String> qs = new QueueImpl<String>();  
Queue<Object> qo = qs;  
  
qo.enq(new Object());  
String s = qs.deq();
```

Ok? Sure!  
Ok? Let's see...

Ok? I guess  
Ok? **Nooooo!**

- Java generics are *invariant*:
  - Subtyping of *arguments* to generic types does not imply subtyping between the instantiations:



\* Subtyping and generics interact in other ways too. Java supports “bounded” polymorphism and wildcard types, but those are beyond the scope of CIS 120.

# Subtyping and Generics

Which of these are true, assuming that class `QueueImpl<E>` implements interface `Queue<E>`?

1. `QueueImpl<Queue<String>>` is a subtype of `Queue<Queue<String>>`
2. `Queue<QueueImpl<String>>` is a subtype of `Queue<Queue<String>>`
3. Both
4. Neither

# The Java Collections Library

A case study in subtyping and generics

(Also very useful!)



# Java Packages

- Java code can be organized into *packages* that provide namespace management.
  - Somewhat like OCaml's modules
  - Packages contain groups of related classes and interfaces.
  - Packages are organized hierarchically in a way that mimics the file system's directory structure.
- A .java file can *import* (parts of) packages that it needs access to:

```
import org.junit.Test;           // just the JUnit Test class
import java.util.*;              // everything in java.util
```

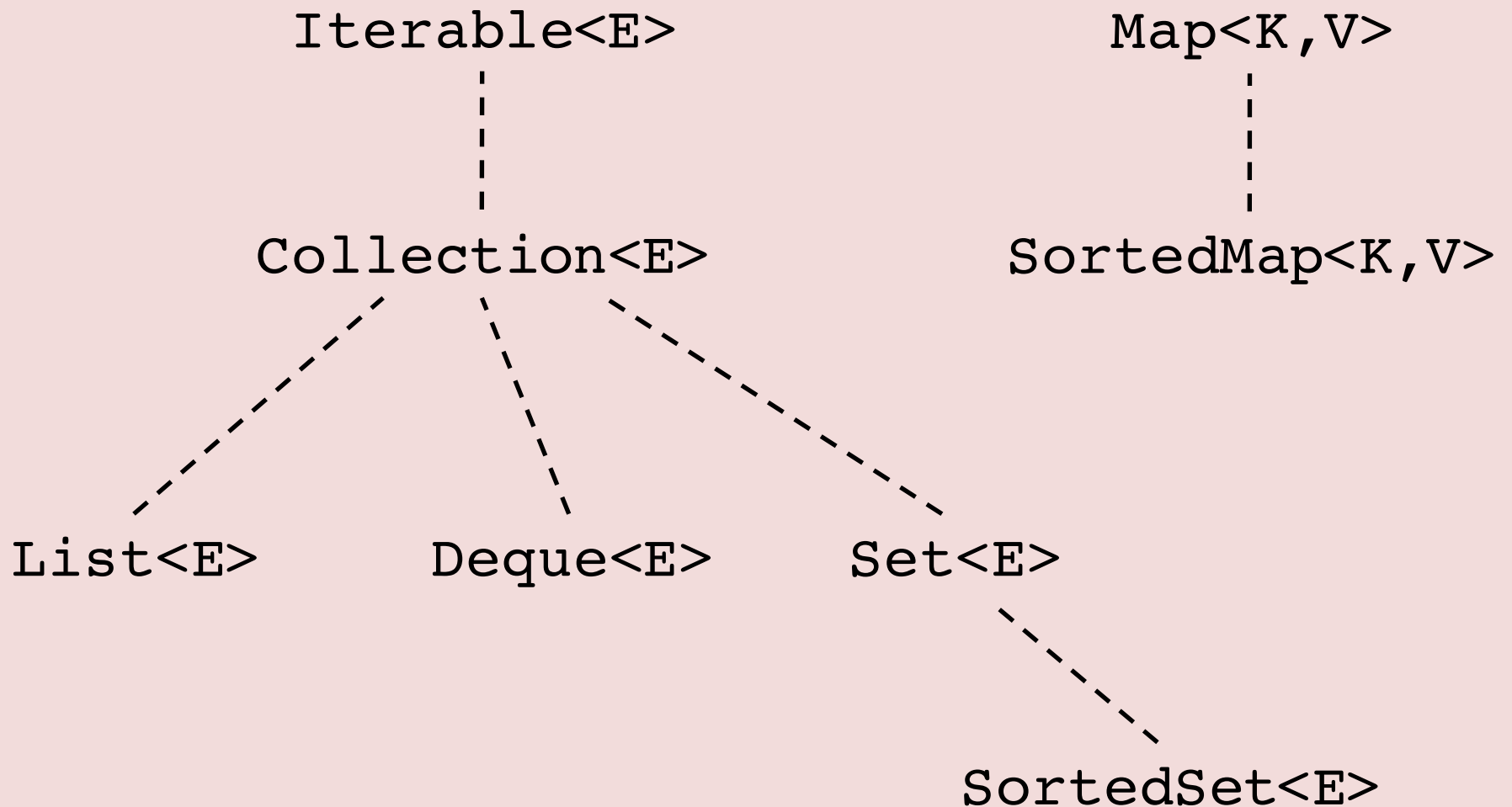
- Important packages:
  - java.lang, java.io, java.util, java.math, org.junit
- See documentation at:  
<http://docs.oracle.com/javase/7/docs/api/>

# Reading Java Docs

java.util

<https://docs.oracle.com/javase/7/docs/api/java/util/package-summary.html>

# Interfaces\* of the Collections Library



\*not all of them!

# Collection<E> Interface (Excerpt)

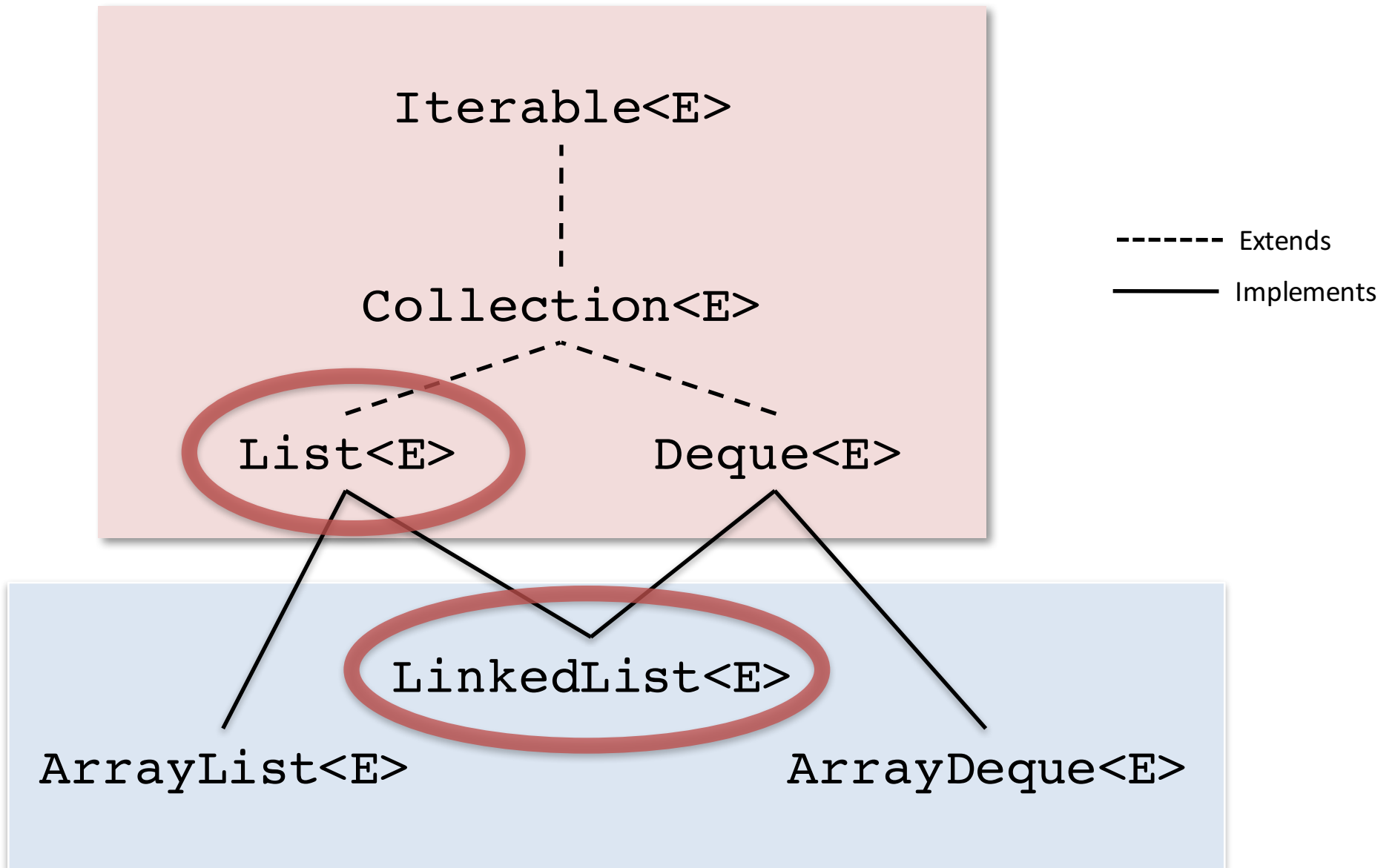
```
public interface Collection<E> extends Iterable<E> {
    // basic operations
    int size();
    boolean isEmpty();
    boolean add(E o);
    boolean remove(Object o);        // why not E?*
    boolean contains(Object o);

    // bulk operations
    ...
}
```

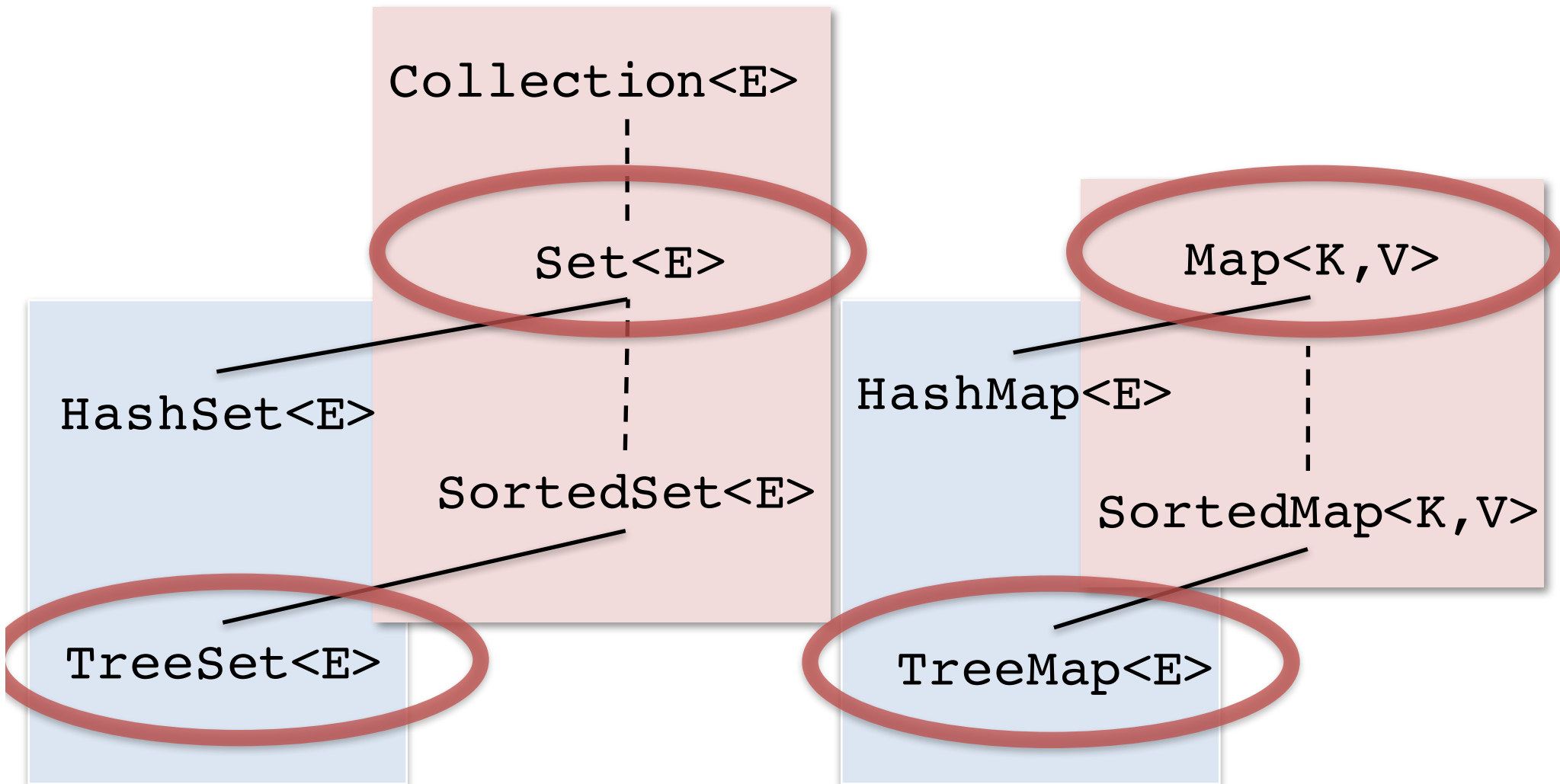
- We've already seen this interface in the OCaml part of the course.
- Most collections are designed to be *mutable* (like queues)

\* Why not E? Internally, collections use the `equals` method to check for equality – membership is determined by `o.equals`, which does not have to be false for objects of different types. Most applications only store and remove one type of element in a collection, in which case this subtlety never becomes an issue.

# Sequences



# Sets and Maps\*



\*Read javadocs before instantiating these classes! There are some important details to be aware of to use them correctly.

# TreeSet Demo

implement Comparable when using SortedSets  
and Sorted Maps