

Generics

ArrayList list = new ArrayList(); // lista acceptă orice obiect

ArrayList<String> stringlist = new ArrayList<>();

stringlist.add("ln");

stringlist.add(new Object()); // → eroare de compilare

String s = stringlist.get(0);

```
public class Fifo <E> {  
    private E[] mQueue;  
    // - -  
  
    public void push (E element) {  
        // - -  
    }  
  
    public E pop () {  
        // - -  
    }  
}
```

```
interface Map <k, V> {  
    void put (k key, V value);  
  
    V get (k key);  
}  
  
public class Fifa <E extends  
    Serializable> {  
    // - - -  
}
```