

EXHIBIT C

```
1  /*
2  *  @(#)Comparable.java  1.22 03/12/19
3  *
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6  */
7
8  package java.lang;
9
10 /**
11  *  This interface imposes a total ordering on the objects of each class that
12  *  implements it. This ordering is referred to as the class's natural
13  *  ordering, and the class's compareTo method is referred to as
14  *  its natural comparison method.

15  *
16  *  Lists (and arrays) of objects that implement this interface can be sorted
17  *  automatically by Collections.sort (and Arrays.sort).
18  *  Objects that implement this interface can be used as keys in a sorted map
19  *  or elements in a sorted set, without the need to specify a comparator.

20  *
21  *  The natural ordering for a class C is said to be consistent
22  *  with equals if and only if (e1.compareTo((Object)e2) == 0) has
23  *  the same boolean value as e1.equals((Object)e2) for every
24  *  e1 and e2 of class C. Note that null
25  *  is not an instance of any class, and e.compareTo(null) should
26  *  throw a NullPointerException even though e.equals(null)
27  *  returns false.

28  *
29  *  It is strongly recommended (though not required) that natural orderings be
30  *  consistent with equals. This is so because sorted sets (and sorted maps)
31  *  without explicit comparators behave "strangely" when they are used with
32  *  elements (or keys) whose natural ordering is inconsistent with equals. In
33  *  particular, such a sorted set (or sorted map) violates the general contract
34  *  for set (or map), which is defined in terms of the equals
35  *  method.

36  *
37  *  For example, if one adds two keys a and b such that
38  *  (!a.equals((Object)b) && a.compareTo((Object)b) == 0) to a sorted
39  *  set that does not use an explicit comparator, the second add
40  *  operation returns false (and the size of the sorted set does not increase)
41  *  because a and b are equivalent from the sorted set's
42  *  perspective.

43  *
44  *  Virtually all Java core classes that implement comparable have natural
45  *  orderings that are consistent with equals. One exception is
46  *  java.math.BigDecimal, whose natural ordering equates
47  *  BigDecimal objects with equal values and different precisions
48  *  (such as 4.0 and 4.00).

49  *
50  *  For the mathematically inclined, the relation that defines
51  *  the natural ordering on a given class C is:

```

52 * {(x, y) such that x.compareTo((Object)y) <= 0}.
53 *
```

 The quotient for this total order is: 

```

54 * {(x, y) such that x.compareTo((Object)y) == 0}.
55 *
```


56  *
57  *  It follows immediately from the contract for compareTo that the
58  *  quotient is an equivalence relation on C, and that the
59  *  natural ordering is a total order on C. When we say that a
60  *  class's natural ordering is consistent with equals, we mean that the
61  *  quotient for the natural ordering is the equivalence relation defined by
62  *  the class's equals(Object) method:

```

63 * {(x, y) such that x.equals((Object)y)}.
64 *
```


65  *
66  *  This interface is a member of the
67  *  ...


```

```
68 * Java Collections Framework</a>.
69 *
70 * @author Josh Bloch
71 * @version 1.22, 12/19/03
72 * @see java.util.Comparator
73 * @see java.util.Collections#sort(java.util.List)
74 * @see java.util.Arrays#sort(Object[])
75 * @see java.util.SortedSet
76 * @see java.util.SortedMap
77 * @see java.util.TreeSet
78 * @see java.util.TreeMap
79 * @since 1.2
80 */
81
82 public interface Comparable<T> {
83     /**
84      * Compares this object with the specified object for order. Returns a
85      * negative integer, zero, or a positive integer as this object is less
86      * than, equal to, or greater than the specified object.<p>
87      *
88      * In the foregoing description, the notation
89      * <tt>sgn(</tt><i>expression</i></tt></tt> designates the mathematical
90      * <i>signum</i> function, which is defined to return one of <tt>-1</tt>,
91      * <tt>0</tt>, or <tt>1</tt> according to whether the value of <i>expression</i>
92      * is negative, zero or positive.
93      *
94      * The implementor must ensure <tt>sgn(x.compareTo(y)) ==
95      * -sgn(y.compareTo(x))</tt> for all <tt>x</tt> and <tt>y</tt>. (This
96      * implies that <tt>x.compareTo(y)</tt> must throw an exception iff
97      * <tt>y.compareTo(x)</tt> throws an exception.)<p>
98      *
99      * The implementor must also ensure that the relation is transitive:
100     * <tt>(x.compareTo(y)>0 & & y.compareTo(z)>0)</tt> implies
101     * <tt>x.compareTo(z)>0</tt>.<p>
102     *
103     * Finally, the implementer must ensure that <tt>x.compareTo(y)==0</tt>
104     * implies that <tt>sgn(x.compareTo(z)) == sgn(y.compareTo(z))</tt>, for
105     * all <tt>z</tt>.<p>
106     *
107     * It is strongly recommended, but <i>not</i> strictly required that
108     * <tt>(x.compareTo(y)==0) == (x.equals(y))</tt>. Generally speaking, any
109     * class that implements the <tt>Comparable</tt> interface and violates
110     * this condition should clearly indicate this fact. The recommended
111     * language is "Note: this class has a natural ordering that is
112     * inconsistent with equals."
113     *
114     * @param o the Object to be compared.
115     * @return a negative integer, zero, or a positive integer as this object
116     *         is less than, equal to, or greater than the specified object.
117     *
118     * @throws ClassCastException if the specified object's type prevents it
119     *         from being compared to this Object.
120     */
121     public int compareTo(T o);
122 }
```