

# Java

Servlets

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Отметьтесь на портале.

# Agenda



Collections revisited



Streams



Threads



Servlets

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Let's talk

# Collections practice

@see `ru.atom.collections.practice`

Implement **Uniq** and **Sort** via collections

**Uniq** - returns only unique strings

**Sort** - return sorted strings (case-insensitive order)

**(2 points)**

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**Stream** - a sequence of elements supporting sequential and parallel aggregate operations

```
interface Stream<T> extends  
    BaseStream<T, Stream<T>>
```



# Streams example

```
Arrays.asList("a1", "a2", "b1", "c2", "c1")  
    .stream()  
    .filter(s -> s.startsWith("c"))  
    .map(String::toUpperCase)  
    .sorted()  
    .forEach(System.out::println);
```

Stream pipeline

- **intermediate operations**

return Stream

**examples:**

filter(), map(), sorted()

- **terminal operations**

return void or some aggregated result

**examples:**

forEach(), toArray(), reduce(), collect()

- **parallelism**  
parallel() - uses common ThreadPool
- **non-interference**  
data source is not modified during stream pipeline lifetime
- **stateles**  
no global mutable state affect stream pipeline
- **ordering**  
no ordering leads to better optimization

# Streams examples

@see `ru.atom.streams.examples`

# Streams practice

@see ru.atom.streams.practice

1. Implement **Uniq** and **Sort** via Streams **(2 points)**

@see ru.atom.tinder.client

2. Implement

findYoungerThan29()

groupByLocation()

**(2 points)**

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Why do we need parallel execution?

# Concurrency vs parallelism

**Concurrency** - contention on shared resources

**Parallelism** is possible without concurrency

**Java** is implemented with concurrency in mind (unlike e.g. Python).

Concurrency is hard (later)

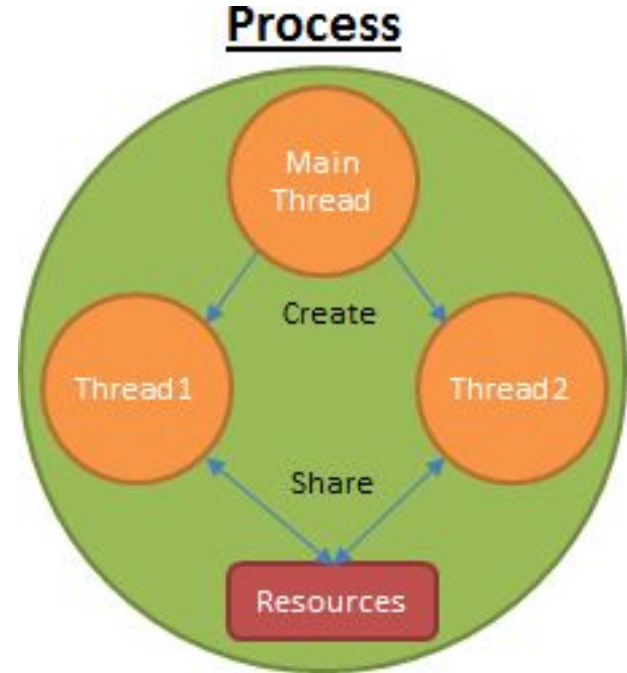


What's the difference?

# Processes and threads

**Processes** have dedicated resources (memory space)

**Threads** share memory space



# Thread and Runnable

```
class Thread implements Runnable{  
    //here all the interface for thread  
management  
}
```

```
@FunctionalInterface  
interface Runnable{  
    //will be executed when thread starts  
    public abstract void run();  
}
```

# Thread creation and interface

@see `ru.atom.thread.examples.CreateThreadExample`

# Thread public methods

@See ru.atom.thread.examples

```
start();           //executes run() of provided Runnable
targetThread.sleep(long millis); //Sleeps for (not exactly) "millis" milliseconds
interrupt();       //Throws InterruptedException if waiting
                  //sets Thread.isInterrupted otherwise
targetThread.join(); //Block current Thread until target finishes
yeild();           //Recommendation for scheduler to switch to another thread
```

# How to destroy a thread?

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@See `ru.atom.thread.practice.NeutralizerBombTest`

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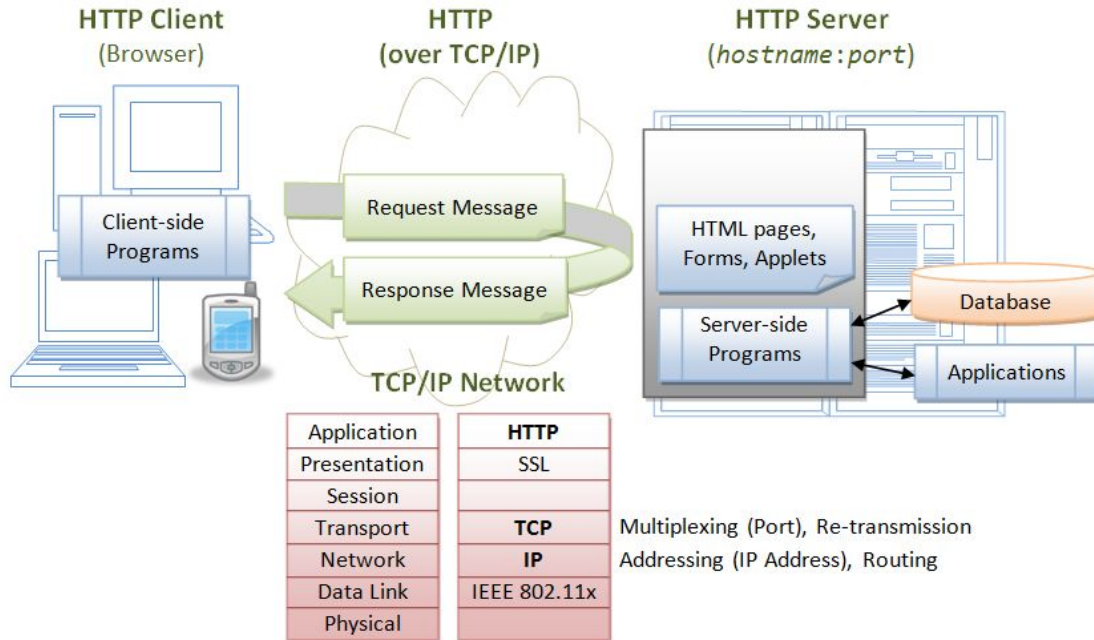
Threads



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# Web application architecture

## REST Service is a Web Application





# Web server

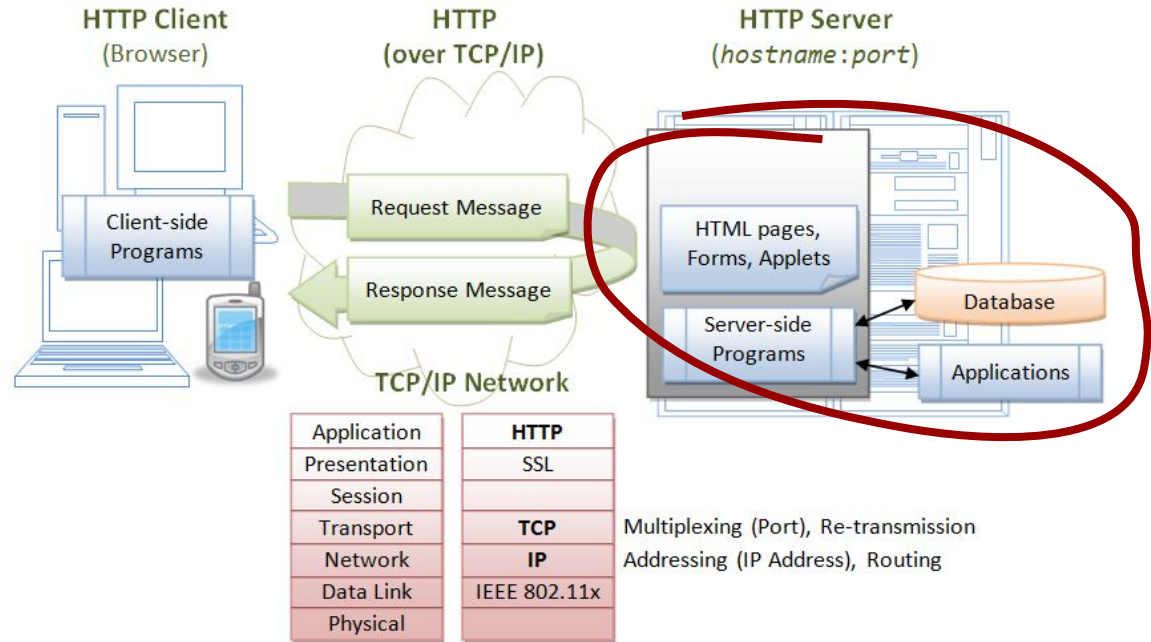
## Examples:

- Apache HTTP Server
- NGINX

## Can be embedded into application (as library)

- Jetty

Static pages are not interesting.  
How to server dynamic content?



**Java EE** provides a set of APIs that every Application Server must implement  
JavaEE - EJB, JMS, CDI, JTA, the servlet API (including JSP, JSTL), etc.

Application server is an Enterprise Level Solution

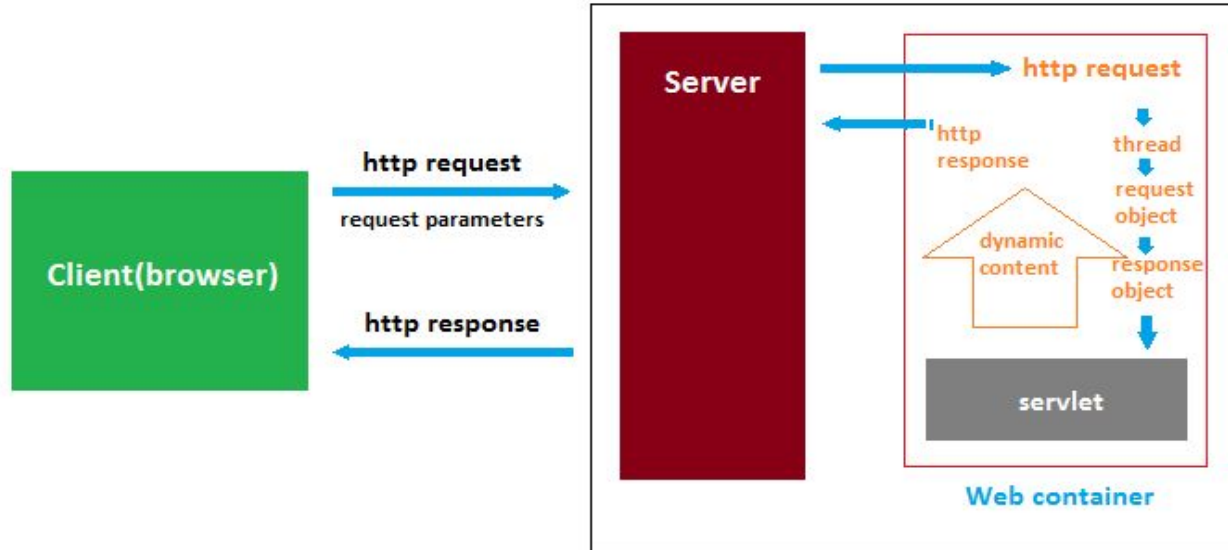
**Application Server examples:**

Sun GlassFish, IBM WebSphere, RedHat JBoss Application Server

**What if we need a simpler solution?**

# Servlet

java program that extends capabilities of server with custom logic



request-response model of web

# Servlet example

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@see `ru.atom.servlets.examples`

# More production-ready way

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Tinder servlets with Jersey:  
@see `ru.atom.tinder.server`

## Implement REST API for MatchMaker

GET /activeGameSessions

return json - collection of session identifiers

Session is identified via UUID

**(2 points)**

# Спасибо за внимание!

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