

Java #2

Interfaces

Interface ?

```
interface CanFly {  
    FlightStatus flyTo(final Point destination);  
}
```

```
abstract class Sup {}  
  
class HomeLander extends Sup implements CanFly { /* ... */}
```

Interface ?

- Expression of a **feature**
- Prescription of an API

or

- Definition of a **contract**
- Feature vs Standardization

50 shades of Classes

- **Class:** Nature of the object
- **Abstract class:** nature + sharing of common implementation
- **Interface:** additional, transversal features

Interface of Class or Abstract ?

- All super-heroes are **individuals**.
- Some **super-heroes** can **shoot lasers from their eyes**.
- **Homelander** is a super-hero.

Interface & enums

- Enums are classes
- Therefore can implements interfaces.
- Good way of being both generic and closed.

Demo

Default Methods

What if... interface could hold code ?

- Provides a default implementation of a method in an interface.

Demo

Functional Interfaces

- Interfaces with a single abstract method.
- Default methods are not abstract.
- `@FunctionalInterface` .

Functional Interfaces

```
@FunctionalInterface  
interface CanFly {  
    MovementStatus flyTo(final Point destination);  
}
```

Functional Interfaces

```
@FunctionalInterface
interface CanFly {

    MovementStatus flyTo(final Point destination);

    default MovementStatus moveTo(final Point destination) {
        return flyTo(destination);
    }

    default String asDuck() {
        return "_0<";
    }

}
```

Functional Interfaces

From the JDK:

- `Runnable : () -> void`
- `Supplier : () -> something`
- `Consumer : (something) -> void`
- `BiConsumer : (something, anotherSomething) -> void`
- `Function : (something) -> somethingElse`
- `BiFunction : (something, anotherSomething) -> somethingElse`

Anonymous Class

```
class Event {  
    public final Component source;  
    public final Button button;  
}  
  
interface EventListener {  
    void onEvent(final Event event);  
}
```

Demo

Lambdas

What if... we could be free of the boiler plate for anonymous classes?

Lambda notation

- Syntactic sugar
- Mapped to function interfaces

Demo

Lambdas

```
Supplier<Test> supplier = () -> new Test();
```

```
Function<Argument, TestWithArgument> supplier = arg -> new TestWithArgument(arg);
```

```
var Consumer<Something> = (Something arg) -> arg.doStuff;
```

- How to simplify ?

Lambdas

Method Reference

```
Supplier<Test> supplier = Test::new;
```

```
Function<Argument, TestWithArgument> supplier supplier = TestWithArgument::new;
```

```
var Consumer<Something> = Something::doStuff;
```

Stream

- Apply functional-style operations on a stream of elements
- Created from:
 - `Collection#stream`
 - `Stream#of`
 - `StreamSupport#xxx`

Demo

Lambdas and exceptions

- Library's FI don't throw.

Lambdas and exceptions

- Library's FIs don't throw
- Redefine throwing functional interfaces for core needs
- Stream only accepts library FIs
- Needs an extension mechanism

Interface Forwarding

- How can we extends interfaces
- Even the ones from the library
- With few lines of code

Interface Forwarding

```
public interface Opt<ELEMENT_TYPE> {  
    boolean isPresent();  
    ELEMENT_TYPE get() throws RuntimeException;  
}
```

Interface Forwarding

```
public class OptImpl<ELEMENT_TYPE> implements Opt<ELEMENT_TYPE> {  
    private final ELEMENT_TYPE value;  
  
    public OptImpl(final ELEMENT_TYPE value) {  
        this.value = value;  
    }  
  
    public boolean isPresent() {  
        return value != null;  
    }  
  
    public ELEMENT_TYPE get() throws RuntimeException {  
        if (!isPresent()) {  
            throw new RuntimeException("Whoopsey");  
        }  
        return value;  
    }  
}
```

Interface Forwarding

With helpers:

```
public interface Opt<ELEMENT_TYPE> {  
    boolean isPresent();  
    ELEMENT_TYPE get() throws RuntimeException;  
  
    static <ELEMENT_TYPE> Opt<ELEMENT_TYPE> of(final ELEMENT_TYPE value) {  
        return new OptImpl(value)  
    }  
  
    static <ELEMENT_TYPE> Opt<ELEMENT_TYPE> opt(final ELEMENT_TYPE value) {  
        return Opt.of(value);  
    }  
}
```

State Prescription

What if ... interfaces could manipulate state ?

- How to implement ?

Demo