

# Defining Enumerations and Nested Classes

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# Overview



Defining and using enum types

Enhancing enum types with properties and methods

Demo: Using enums to model an aircraft wake turbulence category

Inner classes

Local classes

Anonymous classes

Lambda Expressions

Demo: Using inner classes to validate complex types



# Enum Types

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# Enum Type

A data type that enables a variable to hold only certain predefined values. They should be used every time you need to represent a fixed set of constant values.



## Define Enum

```
public enum FlightRules {  
    INSTRUMENT_FLIGHT_RULES,  
    VISUAL_FLIGHT_RULES,  
    SPECIAL_FLIGHT_RULES  
}
```

// Notice the naming conventions

// Use uppercase because we are defining a set of

// constants

## Use Enum

```
int calculateMinSeparation(FlightRules fr) {  
    switch (fr) {  
        case VISUAL_FLIGHT_RULES:  
            return 20; // Nm  
        case INSTRUMENT_FLIGHT_RULES:  
            return 10; // Nm  
        case SPECIAL_FLIGHT_RULES:  
            return 15; // Nm  
        default:  
            return -1;  
    }  
}
```

Enums in Java are more  
powerful than enums in  
other languages



# Enum Type



The enum declaration defines a special class called enum type



An enum type can have a body which can include fields and methods



The compiler also adds some special static methods like `values()` or `valueOf()`



An enum type can have properties assigned to each constant value



An enum type can have a constructor, which can be used to assign properties to enum constants





```
public enum FlightRules {  
    // Constants must be defined first; assign separation as property on constants  
  
    INSTRUMENT_FLIGHT_RULES(10),  
  
    VISUAL_FLIGHT_RULES(20),  
  
    SPECIAL_FLIGHT_RULES(15);  
  
    private int minSeparation;    // Property assigned to constant  
  
    // Constructor must be private or package private  
  
    FlightRules(int minSeparation) { this.minSeparation = minSeparation; }  
  
    public int getMinSeparation() { return minSeparation; }  
  
}
```



# Use Enum Methods

```
public int calculate(FlightRules fr) {  
    return fr.getMinSeparation();  
}
```

```
calculate(FlightRules.INSTRUMENT_FLIGHT_RULES);    // Output: 20
```



# Enum Type Restrictions

The constants must be declared at the top of the enum body; Everything else will be declared after them

The constructor of the enum type must be private or package private; It automatically creates the constants defined in the enum body

You can not call the enum type constructor directly



# Demo



**Demo: Using enums to model an aircraft wake turbulence category**



# Inner Classes

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# Nested Class

In Java we can define a class within another class; Such a class is called a nested class



# Nested Classes

**Static Nested Classes**

**Inner Classes**



# Inner Class

An inner class is a class associated with an instance of its outer class





# Inner Class Characteristics



It has direct access to the outer class object's fields and methods



Because it is associated with an instance of the enclosing class, it can not contain any static members



To instantiate an inner class, you must first instantiate the outer class. Then you can create an inner class object using the outer class object



# Reduced Vertical Separation Minima

To increase the number of aircraft that can fly in an airspace by reducing the minimum required vertical distancing from 2000 ft to 1000 ft.

Conditions: The aircraft altitude must be between FL 290 and FL 410 and the aircraft must be RVSM capable





# Private Inner Class

```
public class Aircraft {  
  
    private final int altitudeFl;  
  
    private final boolean isRvsmCapable;  
  
  
    private class VerticalSeparation {  
  
        private int separationInFeet;  
  
        VerticalSeparation() {  
  
            if (altitudeFl >= 290 && altitudeFl <= 410 && isRvsmCapable) { separationInFeet = 1000;}  
  
            else { separationInFeet = 2000; }  
  
        }  
  
        public int getSeparationInFeet() { return separationInFeet; }  
  
    }  
  
  
    public int getSeparationFeet() { VerticalSeparation vsep = new VerticalSeparation(); return vsep.getSeparationInFeet(); }  
  
}
```

# Private Inner Class

```
public class Aircraft {  
  
    private final int altitudeFl;  
  
    private final boolean isRvsmCapable;  
  
  
  
  
  
  
  
    public class VerticalSeparation {  
  
        private int separationInFeet;  
  
        VerticalSeparation() {  
  
            if (altitudeFl >= 290 && altitudeFl <= 410 && isRvsmCapable) { separationInFeet = 1000;}  
  
            else { separationInFeet = 2000; }  
  
        }  
  
        public int getSeparationInFeet() { return separationInFeet; }  
  
    }  
  
  
  
  
  
  
  
    public int getSeparationFeet() { VerticalSeparation vsep = new VerticalSeparation(); return vsep.getSeparationInFeet(); }  
  
}
```

```
// Define an instance of the outer class
```

```
Aircraft a = new Aircraft(300, true);
```

```
// Using the outer class instance create a new inner class instance
```

```
Aircraft.VerticalSeparation vsep = a.new VerticalSeparation();
```

```
System.out.println(vsep.getSeparationInFeet());
```

## Instantiating Inner Classes

**An instance of the inner class can only exist within an instance of the outer class**



# Special Types of Inner Classes

**Local classes**

**Anonymous classes**



# Local Classes

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# Local Class

A class that is defined within a block of code, usually within a method



# Where Can You Define a Local Class

**In a method**

**In a for loop**

**In an if clause**



```
public class Aircraft {

    private final int altitudeFl;

    private final boolean isRvsmCapable;


    public int getSeparationFeet() {

        class VerticalSeparation {           // No access modifier

            private int separationInFeet;

            VerticalSeparation() {

                if (altitudeFl >= 290 && altitudeFl <= 410 && isRvsmCapable) { separationInFeet = 1000; }

                else { separationInFeet = 2000; }

            }

            public int getSeparationInFeet() { return separationInFeet; }

        }

        VerticalSeparation vsep = new VerticalSeparation(); return vsep.getSeparationInFeet(); // Must be instantiated in same block

    }

}
```

# Access Members of Outer Class



A local class can access all the members of its enclosing class



In addition to that a local class can access the local variables defined in the same scope; But these variables need to be final or effectively final



Local classes can access the method parameters if they are defined within a method



# Accessing Local Fields

A Local Class Can Access Final or Effectively Final Local Variables

```
public class Conversions {  
  
    public int fromFeetToFL() {  
  
        final int valueInFeet = 100;    // Final local variable  
  
        class FeetToFL {  
  
            public int get() { return valueInFeet / 100; }    // Can access final local variable  
  
        }  
  
        FeetToFL convertor = new FeetToFL();  
  
        return convertor.get();  
  
    }  
  
}
```



# Accessing Local Fields

A Local Class Can Access Final or Effectively Final Local Variables

```
public class Conversions {  
  
    public int fromFeetToFL() {  
  
        int valueInFeet = 100;    // Effectively final  
  
        class FeetToFL {  
  
            public int get() { return valueInFeet / 100; }    // Can access final local variable  
  
        }  
  
        FeetToFL convertor = new FeetToFL();  
  
        return convertor.get();  
  
    }  
  
}
```



# Accessing Local Fields

```
public class Conversions {  
  
    public int fromFeetToFL() {  
  
        int valueInFeet = 100;  
  
        valueInFeet = 200; // Not final or effectively final anymore  
  
  
        class FeetToFL {  
  
            public int get() { return valueInFeet / 100; } // Error  
  
        }  
  
        FeetToFL convertor = new FeetToFL();  
  
        return convertor.get();  
  
    }  
}
```



# Local Class Restrictions



They can not contain any static members, except constants (final static fields of primitive types or String)



You can not declare interfaces in a block, just classes



They can not be instantiated from outside the block they were defined in



They do not have access modifiers since they are defined within a block and used within the same block



# Anonymous Classes

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# Anonymous Class

Simplified local class; A great way to declare and instantiate a class at the same time



# Anonymous Classes Are Expressions

// The interface can have as many members as possible

```
public interface UnitConvertor {  
  
    int convert();  
  
}
```

```
public void someMethod() {  
  
    int feet = 2000;        // Final or effectively final  
  
    UnitConvertor feetToFl = new UnitConvertor() {  
  
        @Override  
  
        public int convert() {  
  
            return feet / 100;  
  
        }  
  
    };  
  
    System.out.println(feetToFl.convert());  
  
}
```

```
public void someMethod() {
```

```
    int feet = 2000;
```

```
    UnitConvertor feetToFl = new UnitConvertor() {
```

```
        @Override
```

```
        public int convert() { return feet / 100; }
```

```
    };
```

```
    UnitConvertor feetToMeters = new UnitConvertor() {
```

```
        @Override
```

```
        public int convert() { return (int) (feet * 0.3048); }
```

```
    };
```

```
}
```

```
UnitConvertor feetToFl = new UnitConvertor() {  
    @Override  
    public int convert() {  
        return feet / 100;  
    }  
};
```

## Anonymous Class Expression

The new operator

The name of an interface/base class that needs to be implemented or extended

Parentheses that can contain arguments to a constructor

A body in which we define the class



An anonymous class expression is almost like invoking a constructor, except you need to define a class in a block of code



# Access Members of Outer Class



An anonymous class can access all the instance members of its enclosing class



In addition to that an anonymous class can access the local variables defined in the same scope; But these variables need to be final or effectively final



Anonymous classes can access the method parameters if they are defined within a method



# Anonymous Class Restrictions

**They can not contain any static members, except constants (final static fields of primitive types or String)**

**You can not declare constructors in them**





```
public void someMethod() {
```

```
    int feet = 2000;
```

```
    UnitConvertor feetToFl = new UnitConvertor() {
```

```
        @Override
```

```
        public int convert() { log(); return feet / 100; }
```

```
        // You can add extra methods
```

```
        private void log(){
```

```
            System.out.println("Converting " + feet + " to FL");
```

```
        }
```

```
    };
```

```
}
```

# What You Can Declare in an Anonymous Class

**Methods**

**Fields**

**Local classes**

**Instance initializers**



If you want to define a class  
with only one method, then  
even anonymous classes  
are a bit too complicated



# Lambda Expressions

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# Lambda Expression

A way to represent a functional interface using an expression; It is treated as a function by the compiler



# Lambda Expression Vs. Anonymous Class

## Filtering a Collection of Objects

```
public class Aircraft {  
  
    private final String callSign;  
  
    private final int altitudeFl;  
  
    private final boolean isRvsmCapable;  
  
    // Getters and setters ...  
  
}
```

```
List<Aircraft> aircraft = List.of(  
  
    new Aircraft("OS731", 100, true),  
  
    new Aircraft("ROT123", 120, true),  
  
    new Aircraft("BA087", 140, false),  
  
    new Aircraft("AF567", 250, true),  
  
    new Aircraft("LUF676", 360, false)  
  
);  
  
print(aircraft); // print specific aircraft
```

# Define Functional Interface

@FunctionalInterface

```
public interface AircraftFilter {  
    boolean check(Aircraft a);  
}
```

# Using an Anonymous Class

```
private void print(List<Aircraft> aircraft) {
```

```
    // Anonymous class => lots of boilerplate; What if we need to change the filters or provide them as a method param?
```

```
    AircraftFilter lowAltitudeFilter = new AircraftFilter() {
```

```
        @Override
```

```
        public boolean check(Aircraft a) {
```

```
            return a.getAltitude() < 150;
```

```
        }
```

```
    };
```

```
    aircraft.forEach(a -> {
```

```
        if (lowAltitudeFilter.check(a)) { System.out.println(a.getCallsign()); }
```

```
    });
```

```
}
```





# Using a Lambda Expression

```
private void print(List<Aircraft> aircraft, AircraftFilter filter) {  
  
    aircraft.forEach(a -> {  
  
        if (filter.check(a)) {  
  
            System.out.println(a.getCallsign());  
  
        }  
  
    });  
  
}  
  
  
// Provide filter implementation using lambdas  
  
print(aircraft, (a -> a.getAltitudeFI() < 150));  
  
print(aircraft, (a -> a.getAltitudeFI() > 290 && a.getAltitudeFI() < 410 && a.isRvsmCapable()));
```



```
print(aircraft, (a -> a.getAltitudeFl() < 150));  
  
print(aircraft, (a -> {  
    return a.getAltitudeFl() < 150;  
}));
```

## Syntax of a Lambda Expression

A comma separated list of input parameters

The arrow token ->

A body which can be a single expression or a method block



Lambda expressions can capture final or effectively final local variables of the enclosing scope



# Using Lambda Expressions in Java Code

**Jose Paumard**



# Demo



**Demo: Using inner classes to validate complex types**



## Summary



Enum type is great for storing fixed sets of constants

Enum type is powerful in Java; You can add methods, fields and constructors

Java inner classes can access the instance members of its enclosing class while still being a reusable class itself

Local classes are defined within a block of code

Anonymous classes allow us to declare and instantiate a class at the same time based on an interface or superclass

Lambda expressions implement a single unit of behavior that can be passed to other code



# Course Recap

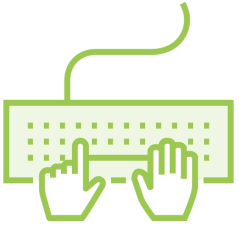
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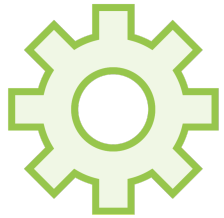
A vibrant yellow background with a central white speech bubble containing the text "CONGRATS!" in bold, italicized, dark gray letters. The speech bubble has a black outline and a striped shadow. The background is decorated with various black line-art icons: a zigzag line, a cube, a circle, a line, a swirl, a plus sign, a cross, a triangle, a circle, a starburst, a paperclip, and a diamond.



# Course Recap



**Declaring and using  
classes**



**Adding state and behavior**



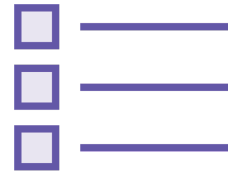
**Deep dive into static  
fields, methods and  
classes**



**Abstraction,  
Encapsulation, Inheritance  
and Polymorphism**




**Creating code contracts  
with interfaces**



**Using enum types and  
nested classes**



A woman with long brown hair and glasses, wearing a blue cable-knit sweater, is sitting at a dark wooden desk. She has her arms raised in the air, smiling broadly. On the desk in front of her is a silver laptop, an open book, a closed yellow book, a teal mug on a saucer, and some papers. To the right of the laptop is a small potted plant. The background is a rustic wall made of horizontal wooden planks. A white text box with a green vertical bar on its left side is positioned in the upper right corner of the image.

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# Source Code

<https://github.com/dangeabunea/pluralsight-java11-object-oriented-approach>





# Dan Geabunea

## Let's get in touch

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